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SAINTS ROW® IV™



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MICROSOFT 360®,
SONY PLAYSTATION®3
COMPUTER ENTERTAINMENT SYSTEM, AND PC

DEEP SILVER
volition

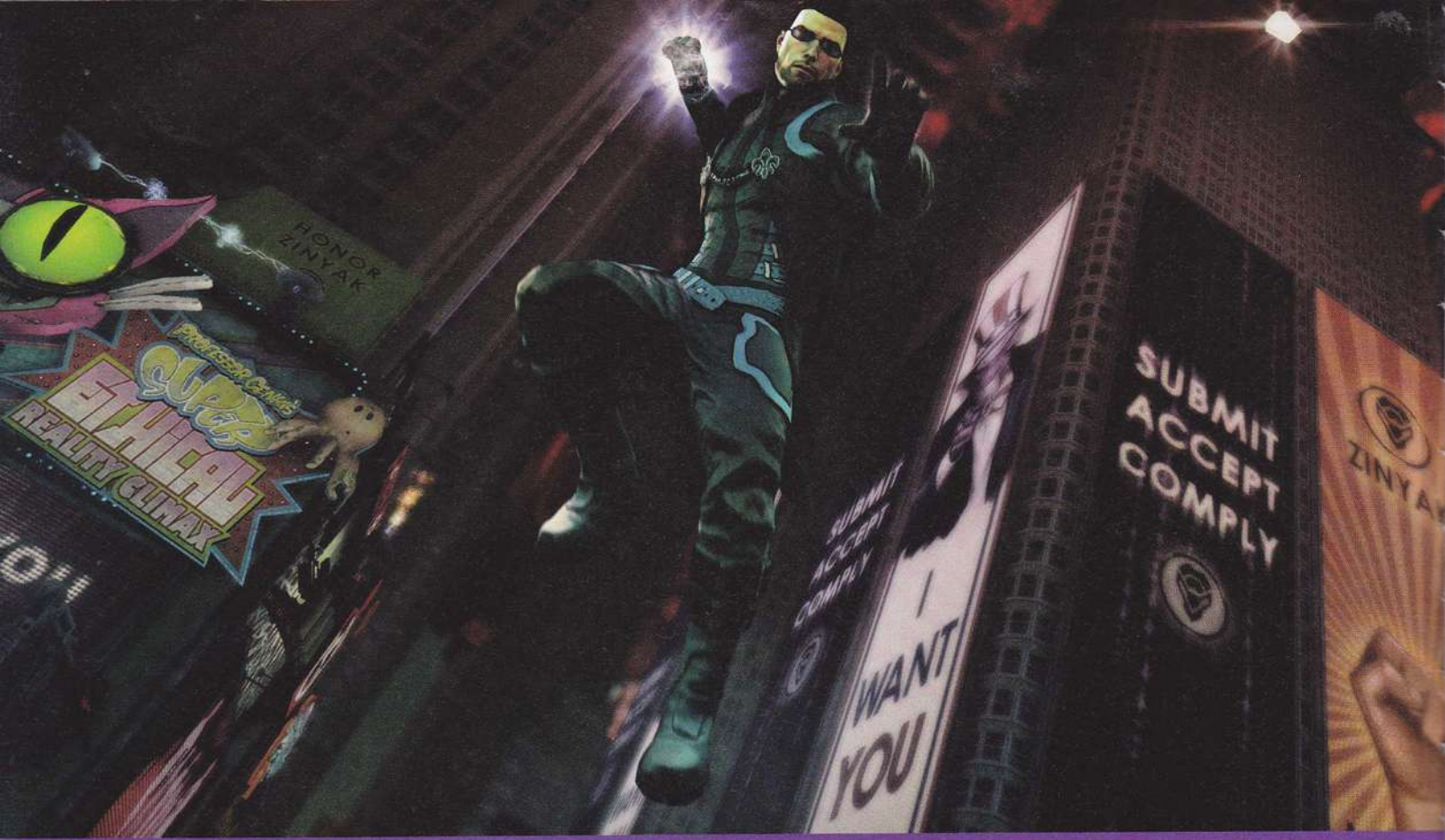
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SAINTS ROW® IV™

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ENTER THE SIMULATION

It is a truth universally acknowledged, that every now and again a situation arises that defies explanation. And so it was with the ascension of the Third Street Saints. When the Saints first made their presence known to the world in 2006, they were decried for being pretenders to the throne. The people were confused. Were the Saints sociopathic killing machines hell-bent on destruction, or puckish rogues living a life of mirth and whimsy?

The Saints needed clarity of purpose. And so, a new course was set: more fun, less mercy killing. This simple choice revitalized the Saints, transforming them from a degenerate street gang to beloved pop culture icons.

But even then, the Saints were not satisfied. For it's one thing to be revered as a hero; it is another to be a hero. And that, my friends, is where our journey begins…

ABOUT THIS GUIDE

Saints Row IV traps you inside an alien-created simulation of Steelport where, as the Boss, you must fight to disrupt the Simulation, free your trapped Homies, and ultimately overthrow the powerful leader of the Zin army. At your disposal is an array of abilities that surpasses even the mightiest of superheroes, and an arsenal crazy enough to scratch even the itchiest of trigger fingers. This tremendous power comes free and clear of responsibility; it *is* a simulation, after all. Have fun. Blow stuff up. Wreck the place. Nobody is going to mind. But if you want to know how to maximize your destruction—and do it with style and efficiency—then you're going to want this guide riding shotgun. Here are a few of the things your paperbound sidekick provides:

City Maps: Inside, you'll find maps of every one of the 1,000+ collectible Data Clusters, Zinyak Statues, Audio Logs, and Text Adventures. You'll also find maps pinpointing the location of every store, Activity, and alien target.

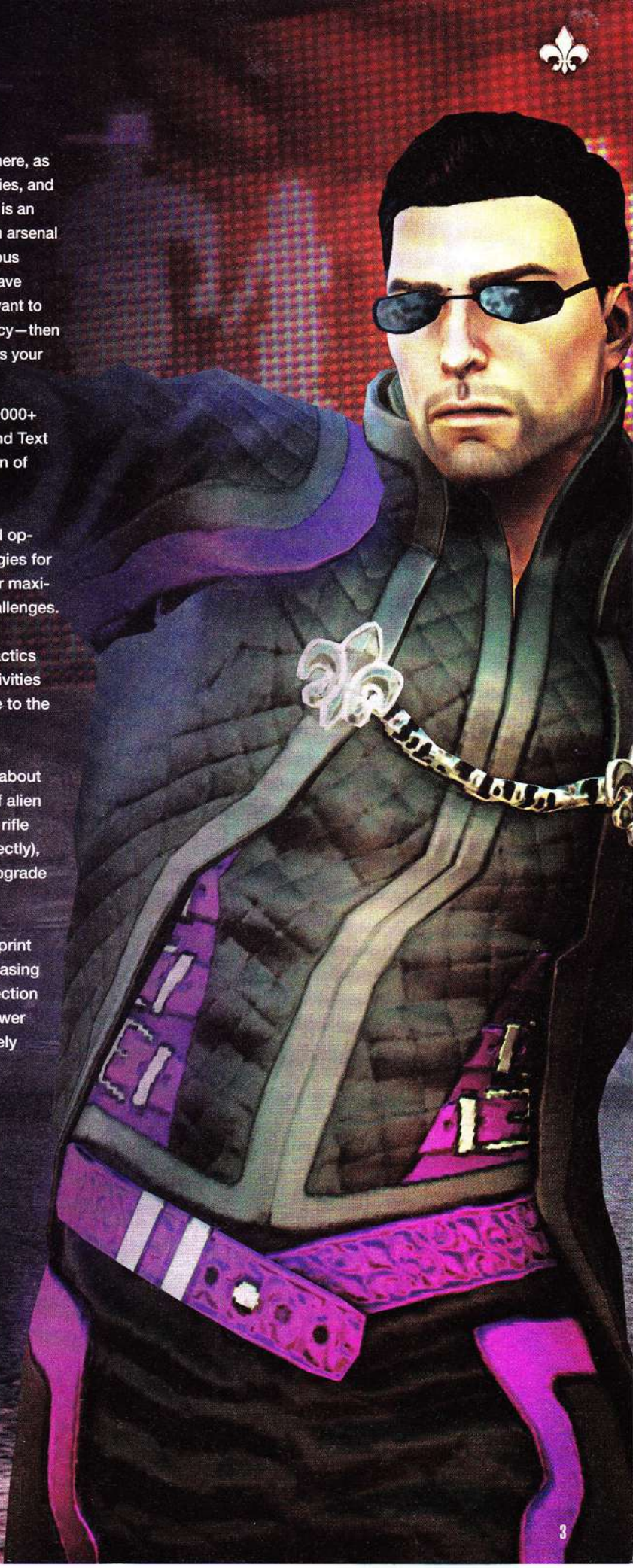
Walkthrough: The Quest guide covers every primary and optional Quest in detailed fashion. You'll find proven strategies for tackling even the most challenging missions, and tips for maximizing your Cache and XP as well as for completing Challenges.

Activity Guide: The "Going for Gold" chapter contains tactics and tricks for earning a gold medal in each of the 48 Activities scattered across Steelport. From the easiest Blazin' race to the most difficult Fight Club brawl, we have you covered.

Weapons Guide: Everything you can ever want to know about every weapon in the game, both man-made and those of alien technology. From the ordinary baseball bat to the sniper rifle to a gun that shoots black holes (yes, you read that correctly), this chapter provides all of the data, accessibility, and upgrade strategies you'll ever need.

Upgrades: Wondering whether to increase your Super Sprint speed or if those Data Clusters should be spent on increasing the Blast recharge rate? The Personalize Your POTUS section of the guide covers all of the upgrade paths for every power and ability you'll encounter and includes tips for effectively upgrading the Boss over time.

And so much more...



PERSONALIZE YOUR POTUS

Saints Row IV allows full customization, in a series known for just that. At first, you'll just determine the look of the Boss, the probably psychopathic gangster whose exploits fans have controlled since *Saints Row* "The First" dropped back in 2006. You'll choose his or her body type, measurements, and voice. Later on, you'll also be able to customize your personal Boss' clothing, vehicles, and weapons. You can even trade presidential looks with other players online.



Several alluring pre-made candidates are available to select as-is, or to alter as you please.

Most personalization choices are strictly a matter of aesthetic preference. Whether you make the Boss thin or fat, pale or dark, man or woman only impacts how the protagonist looks. (Also, one Achievement/Trophy is unlocked by spending at least two hours each playing with a male and a female main character.) If you decide you don't like your Boss' look after all, you can get him or her a little nip and tuck at an Image as Designed location. These comprehensive plastic surgery clinics even allow the alteration of gender and voice. There are also tattoo joints and clothing boutiques where you can further express your sense of style (or your lack of it). Buying clothing and tattoos also often grants a small amount of XP, *Saints Row lingo for "teh XPs."*

THE VOICE

Picking a male or female body for your Boss doesn't tie you strictly to only male or female voices. Further, this isn't like most games with different voices for the characters, where each voice uses the same script—each voice has different responses to the same things. You'll therefore get tons of replay value out of playing with characters whose voices are different (or at least out of stopping by a plastic surgery clinic to change the Boss' voice).

SPOILER ALERT

Saints Row IV takes several premises, any one of which would be absurd on its own, and stacks them gleefully together one after another within minutes of starting a new game. If you have managed to make it this far without learning the setup for the newest Saints adventure, do yourself a favor and play the game first before going further in this chapter.

This isn't Stilwater anymore. This isn't even Steelport. Welcome to the Simulation, a hellish alien version of Steelport, virtually realized. Everything may look familiar at first glance to veterans of *Saints Row: The Third,* but looks are deceiving. The Saints are now so revered that their leader is sitting as President of the USA! It happens to be a particularly momentous time to be leader of the free world, as incredibly hostile aliens are on the way. Through the action of the game's introduction, Supreme Overlord Zinyak of the Zin aliens banishes the Saints into a digitized purgatory of alien construction. The future doesn't look very bright for the Third Street Saints. (Or, well, Earth-based life in general.) But it turns out Zinyak isn't in complete control…



LABEL US NOTORIOUS



The purpose of the Simulation is to break the will of the humans plugged into it, so authorities discourage any excessive use of individual agency. Act violent in view of alien authority—whether in the actual form of aliens, or as simulated cops or guardsmen—and you'll draw a local alarm. Whoever saw you acting up will attack, and your Notoriety will begin to build. Your current Notoriety level is shown around the minimap, and the minimap itself displays nearby foes as red dots while you're being attacked. Naturally, monitoring this display for surprises from unexpected angles definitely helps keep you out of trouble. (Or at least out of trouble you can't control.)



There are six levels of Notoriety. The level is displayed by the red ring around the minimap.

Violent actions or certain Quest events draw the ire of the law and the aliens. Running roughshod over local digital authorities by killing cops and aliens, wrecking vending machines and parking meters, pickpocketing pedestrians to score extra Cache, running down walkers and causing traffic accidents, even nudging cops with the rough breeze generated in the wake of Super Sprinting, those kinds of things attract and then jack up alien attention. Your Notoriety increases if you continue inciting the cops and the Zin—attack pedestrians, cops, and aliens and you'll increase Notoriety level by level, thus attracting more aliens, and more threatening ones, too. Pedestrians shouldn't be written off in the crossfire—a pedestrian on foot may try to be a hero by coming after you, and panicked motorists will recklessly flee gunfire-plagued intersections, running down anyone in the way, whether alien or President.

So, you've attempted to powerslide through an intersection at, like, 100 kilometers an hour, and your Attriazone happened to slide over a half-dozen pedestrians and a cop along the way. Whoops. You've spiked a little blip on the minimap Notoriety ring. A cop across the street, obviously not in the path of the totally sweet slide, has readied his weapon and is opening fire. More cops are surely inbound in a moment. What to do?

COOL OUT, PLAYER



If your Notoriety is at a low level, the attention is sustained while you remain near hostiles *without* attacking them. The situation won't defuse, but it won't escalate, unless you escalate it. If you put some distance between yourself and the hostiles, your Notoriety decreases over time. You can also use upgrades to shorten the time required for Notoriety to disappear. To most easily allow low Notoriety to degrade, think altitude. Your super-powered POTUS can leap onto skyscraper rooftops, but neither cops nor your average alien grunts can make it up there. This won't work if you've attracted too much attention, however: once Portals are opening to drop in seasoned predaliens while UFO-like Voids are hovering in pursuit, the option of shedding Notoriety by taking a breather is no longer available. There will be no breather.

CATCH THE GOLDEN CID





Each time you trigger a general alarm, a golden racing CID (Command and Interface Device) appears nearby. This electrical bugger is responsible for broadcasting your position to the never-ending trickle of irate Zin forces. Chase down and smash the CID by Super Sprinting after it and pressing Ⓨ/△. If you're successful, you'll zero out your current Notoriety immediately.

EXIT THE SIMULATION



Alien attention doesn't stop you from fleeing to a Gateway and exiting the Simulation entirely. As you progress, you'll have the opportunity to open up new Gateway entrances/exits to virtual Steelport, creating more potential safe havens if you bite off more virtual heat than you can chew.

START A QUEST OR AN ACTIVITY



Notoriety doesn't stop you from interacting with the shopping interface in a gun or clothing store, but this doesn't pause the Simulation. (This isn't true of Rim Jobs, the car customization chain: if the fuzz are cracking down on you, you won't be able to pull into a Rim Jobs garage until the situation is calm.) Your assailants, should they worm their way inside the store while you stare at menus, can just run up alongside and shoot point-blank as you choose between the tube top and the dining gown. So while Notoriety doesn't prevent shopping, it certainly discourages it. Notoriety doesn't prevent you from initiating Quests or Activities, however. Just move to the hovering event start icon as if you weren't being pursued by a veritable convoy of alien gunships. The loading of the Quest/Activity program absolves you of your worries in the wider simulated city.

EXACERBATE THE SITUATION



If you're loaded for proverbial bear or you just want to take a stand and test your skills, then take the fight to your pursuers. As your kills stack up and Notoriety rises, the aliens send increasingly numerous and sophisticated forces after you: cops and alien grunts are replaced by Super Jumping predaliens, sturdy Murderbots, and aliens piloting powerful flying vehicles. As you kill your way through the escalating waves of Zinyak's fodder, remember to Sprint toward the health pickups that defeated foes always leave behind. It is impossible to avoid taking damage when pushing back against Notoriety, as threats emerge from all corners of the compass, and not just from street level, but from rooftops and the sky itself. Use and abuse your incredible powers and weaponry without scruples—all's fair in love and war in the Simulation, and this is one piece of software you actually want to see glitched.

Once Notoriety is maxed, you'll have Zinyak's full attention. He'll dispense with the numerous but individually rather useless forces, and send in one of his main digital lieutenants: a Warden. Wardens are imbued with the same super powers Kinzie manages to enable for our favorite POTUS, and they can both dish out and take far more punishment than other Zin security forces. You'll need to use your own powers to knock down the sturdy shields protecting the Wardens; in the brief interval while a Warden's shield recharges, you'll have a chance to deal meaningful damage with guns, so swap to a good one.



Once a Warden is near death, you'll be able to initiate a killing sequence by approaching the low-life (as in low-health, not disreputable, though Wardens are that, too) Warden and pressing L1/R2.

XP AND RANK

In *Saints Row* and *Saints Row 2*, the Boss was still on the come-up. He or she hadn't yet surmounted all obstacles to emerge as both leader of the Third Street Saints and leader of the free world. (Well, at least free until the Zin occupation.) Back then, earning XP unlocked new areas and goals. It was a block-by-block struggle for recognition. Now, as in *Saints Row: The Third*, the Saints are household names. Recognition is taken care of. Now, XP accrued goes toward unlocking access to extraordinary abilities and upgrades.

You earn XP for almost everything you do, all actions large or small. Lots of XP comes naturally by completing Quests, Activities, and Challenges, and by summiting vertiginous Radio Towers, clearing out alien Flashpoints and Hot Spots, and performing store Hacks. You'll also earn little amounts of XP all the time just through performing various actions, both common and specific combat and stunt tricks, which are displayed on the right side of the screen when in progress. Driving against traffic continuously, avoiding collisions with near-misses of pedestrians and other cars, and pulling off long powerslides are several behind-the-wheel examples. On foot, the most common trick is the jump chain: traveling by jumping repeatedly with fluid timing, landing only to jump again, so that you're bounding from place to place. Moving this way allows your super-powered Prez to travel as the crow flies, vaulting over buildings and obstacles rather than bothering with navigating the traffic grid of the city, and this enables the natural collection of the hundreds of Data Clusters scattered across the high places of VR Steelport.

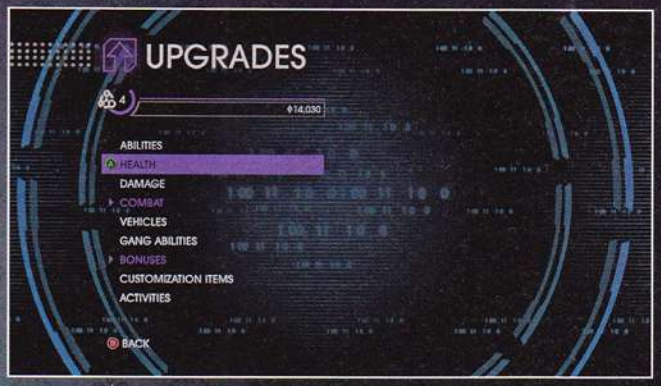
If XP is XP, then Rank is level. Gain enough XP, and your Boss increases in Rank. With each Rank-up comes access to more and better upgrades. Upgrades are available for several categories relating to the general attributes of the President and the Saints, and to the President's super powers.

THE RATIO OF RANK TO XP

CURRENT RANK	XP COST FOR NEXT RANK	TOTAL COST FOR CURRENT RANK
1	2150	N/A
2	2300	2150
3	2450	4450
4	2600	6900
5	2750	9500
6	2900	12250
7	3050	15150
8	3200	18200
9	3350	21400
10	3500	24750
11	3650	28250
12	3800	31900
13	3950	35700
14	4100	39650
15	4250	43750
16	4400	48000
17	4550	52400
18	4700	56950
19	4850	61650
20	5000	66500
21	5150	71500
22	5300	76650
23	5450	81950
24	5600	87400
25	5750	93000

CURRENT RANK	XP COST FOR NEXT RANK	TOTAL COST FOR CURRENT RANK
26	5900	98750
27	6050	104650
28	6200	110700
29	6350	116900
30	6500	123250
31	6650	129750
32	6800	136400
33	6950	143200
34	7100	150150
35	7250	157250
36	7400	164500
37	7550	171900
38	7700	179450
39	7850	187150
40	8000	195000
41	8150	203000
42	8300	211150
43	8450	219450
44	8600	227900
45	8750	236500
46	8900	245250
47	9050	254150
48	9200	263200
49	9350	272400
50	N/A	281750

LET ME UPGRADE YA



Gaining the Rank of the upgrade you want isn't the whole enchilada, though—you also have to buy the upgrade. Upgrades can be broken down most generally by the currency you'll use to buy them: some are bought with Cache, and some are bought with Data Clusters.

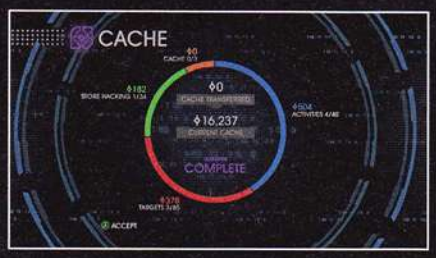
There are also some upgrades that you'll earn only by completing certain Quests and Challenges. These come as the result of completion progress rather than through earning XP and gaining Ranks.

SUPER POWER UPGRADE CURRENCY: DATA CLUSTERS



Data Clusters are little bits of the secret underlying code of Zinyak's Simulation, which he's left lying around by the hundreds, either foolishly or accidentally. The more Data Clusters you collect, the more upgrades to super powers you'll be able to afford. The location of every Data Cluster is contained in the Virtual Steelport Collectibles chapter. Other collectibles include Audio Logs and Text Adventures; there are also numerous ghastly Zinyak statues, which can and should all be blasted into dust.

PLAYER ABILITY UPGRADE CURRENCY: CACHE



Cache is the currency of the Simulation. You'll use it to buy weapons and ammo, along with all sorts of upgrades and customization options. Cache can go toward upgrades to the Boss and to the Third Street Saints, whereas upgrades to powers are bought with Data Clusters. Cache also foots the bill for the purchase and customization of weapons, clothes, and vehicles. As with XP, you'll earn Cache from virtually everything you do. Cache can be bashed from roadside parking meters and newspaper dispensers, is found on slain pedestrians and cops, and is awarded after you complete Quests, Activities, and Challenges. There are upgrades that even earn Cache incrementally over time, or increase the rate at which you get Cache from various endeavors. You should lay down the initial investment of Cache ASAP in order to use these same upgrades to generate more Cache.

Cache accrues hourly per each area you've brought under the control of the Saints. You'll flip areas to your control by Hacking stores, and by clearing alien Flashpoints and Hot Spots. You can see who controls what on the Map screen, found in the main HUB menu. Blocks colored in Saints purple are under your control. You'll get protection Cache from these areas hourly, which you can collect by visiting the HUB menu and choosing, naturally, "Cache."

ABILITIES UPGRADES

Abilities upgrades allow you to increase the amount of Stamina available for Sprinting, and to decrease the amount of time it takes for Notoriety to decrease when the Zin are alerted to your mischief.

UPGRADE	RANK REQUIRED	CACHE COST	DESCRIPTION
Stamina—Increase	2	2500	Increase the length of the Stamina bar by 25%.
Stamina—Increase 2	10	12000	Increase the length of the Stamina bar by 25%.
Notoriety—Faster Decay	12	13000	Your Notoriety decreases at a slightly faster rate.
Stamina—Increase 3	18	22500	Increase the length of the Stamina bar by 25%.
Notoriety—Faster Decay 2	24	27000	Your Notoriety decreases at a faster rate.
Notoriety—Faster Decay 3	40	38000	Your Notoriety decreases at a much faster rate.
Stamina—Increase 4	50	43000	Unlimited Stamina. Just keep flying to your heart's content.

HEALTH UPGRADES

Health upgrades work to keep you alive in the Simulation longer.

UPGRADE	RANK REQUIRED	CACHE COST	DESCRIPTION
Health—Upgrade	2	2000	Health is increased by 25%.
Health—Pickups Value	2	3000	Slightly increase the value of all health pickups.
Health—Pedestrian Carnage	2	5000	Pedestrians now drop health pickups when they die.
Health—Vacuum	8	11000	Slightly increase the range at which health pickups are sucked toward you.
Health—Upgrade 2	14	16500	Health is increased by 50%.
Health—Pickups Value 2	16	19500	Moderately increase the value of all health pickups.
Health—Vacuum 2	18	21000	Moderately increase the range at which health pickups are sucked toward you.
Health—Upgrade 3	24	27500	Health is increased by 75%.
Health—Pickups Value 3	30	33500	Greatly increase the value of all health pickups.
Health—Vacuum 3	32	34000	Greatly increase the range at which health pickups are sucked toward you.
Health—Upgrade 4	36	36000	Health is increased by 100%.

DAMAGE UPGRADES

Damage upgrades go hand-in-hand with health upgrades by reducing the damage taken from certain sources.

UPGRADE	RANK/CHALLENGE REQUIRED	CACHE COST	DESCRIPTION
Damage—Small Arms	2	4500	Minor reduction in damage taken from bullets and lasers. (5%)
Damage—Explosive	12	15000	Minor reduction in damage taken from explosions. (5%)
Damage—Fire	12	15500	Minor reduction in damage taken from fire. (10%)
Damage—Small Arms 2	18	20500	Moderate reduction in damage taken from bullets and lasers. (10%)
Damage—Fire 2	26	30000	Moderate reduction in damage taken from fire. (30%)
Damage—Explosive 2	30	32500	Moderate reduction in damage taken from explosions. (10%)
Damage—Small Arms 3	34	35000	Great reduction in damage taken from bullets and lasers. (20%)
Damage—Explosive 3	48	41500	Great reduction in damage taken from explosions. (20%)
Damage—Fire 3	48	42000	Great reduction in damage taken from fire. (50%)
Explosions—No Ragdoll	CHALLENGE: earn all Insurance Fraud silver medals.	0	You will never be ragdolled when hit by explosions.
Damage—Fire 4	CHALLENGE: earn all Blazin' silver medals.	0	You will not take ANY damage from fire.

COMBAT UPGRADES

Combat upgrades generally increase the amount of ammo available for certain weapon categories. There are also upgrades that increase punch strength, and upgrades that allow the wielding of dual pistols and dual SMGs. The upgrades for wielding pistols or SMGs akimbo are exactly as terrific as they sound.

UPGRADE	RANK REQUIRED	CACHE COST	DESCRIPTION
Ammo—Pistol	2	3500	Carry 25% more pistol ammo.
Ammo—SMG	4	6000	Carry 25% more SMG ammo.
Melee—Super Strength	4	6000	Super Strength! Increases the power of your punches and how far you can throw people.
Dual Wield—Pistols	4	5500	Dual wield pistols.
Ammo—Shotgun	6	7500	Carry 25% more shotgun ammo.
Ammo—Rifle	8	9500	Carry 25% more rifle ammo.
Ammo—Explosive	10	11500	Carry 25% more explosive ammo.
Ammo—Pistol 2	12	14000	Carry 50% more pistol ammo.
Ammo—Special	12	14500	Carry 25% more special ammo.
Ammo—SMG 2	14	16000	Carry 50% more SMG ammo.
Melee—Super Strength 2	14	18000	Further increases the power of your punches and how far you can throw people.
Ammo—Shotgun 2	16	17500	Carry 50% more shotgun ammo.
Dual Wield—SMGs	16	18500	Dual wield SMGs.
Ammo—Rifle 2	18	20000	Carry 50% more rifle ammo.
Ammo—Explosive 2	20	22000	Carry 50% more explosive ammo.
Ammo—Pistol 3	22	24500	Carry 75% more pistol ammo.
Ammo—Special 2	22	25000	Carry 50% more special ammo.
Ammo—SMG 3	24	26500	Carry 75% more SMG ammo.
Melee—Super Strength 3	24	28000	Fisticuffs much? Your punches are now very powerful, and you can throw people much farther.
Ammo—Shotgun 3	26	29000	Carry 75% more shotgun ammo.
Ammo—Rifle 3	28	30500	Carry 75% more rifle ammo.
Ammo—Explosive 3	30	31500	Carry 75% more explosive ammo.
Ammo—Special 3	32	33000	Carry 75% more special ammo.
Ammo—Pistol 4	50	42000	Unlimited pistol ammo
Ammo—SMG 4	50	42000	Unlimited SMG ammo.
Ammo—Shotgun 4	50	42000	Unlimited shotgun ammo.
Ammo—Rifle 4	50	42000	Unlimited rifle ammo.
Ammo—Explosive 4	50	42000	Unlimited explosive ammo.
Ammo—Special 4	50	42000	Unlimited special ammo.

VEHICLES UPGRADES

Although you can install nitrous on cars individually at Rim Jobs garages, it makes more sense (and is far less expensive, in the end) to just buy the blanket upgrade, available early on at Rank 2. This gives you nitrous even in cars you've freshly carjacked.

UPGRADE	RANK REQUIRED	CACHE COST	DESCRIPTION
Skill—Nitrous	2	2000	Every vehicle you drive has nitrous. Press LB/L1 to engage.
Nitrous—Damage	8	10000	Extreme collision damage to other vehicles when using nitrous.

GANG ABILITIES UPGRADES

You'll get by with more than a little help from your friends. You can call Third Street Saints Homies to your aid as you roam the streets of VR Steelport. Whether you need Quest help or just want to start a ruckus, they'll be there for you.

UPGRADE	RANK REQUIRED	CACHE COST	DESCRIPTION
Gang—Recruitment	1	28000	Recruit three Saint followers. Press up on the d-pad to recruit nearby Saints.
Hack—Vehicle Delivery	1	0	Vehicle delivery can be found in your HUB "Phone" menu. Use it to instantly retrieve cars that have been scanned using down on the d-pad.
Homie—Toughen Up	6	7000	Train your Homies to flinch less in response to getting shot.
Gang—Revive Timer	8	10000	Small increase to time before followers bleed out.
Gang—Weapons—SMGs	8	10500	Upgrade your gang members to carry SMGs.
Homie—Health Increase 1	10	12500	Homies get a small health boost.
Homie—Saints Backup	10	13500	Saints Backup can be found in your HUB "Phone" menu. Saints will arrive to help in combat.
Revive—Speed	14	19000	Revive followers faster.
Homie—Toughen Up 2	16	17000	Train your Homies to not flinch at all when getting shot.
Gang—Revive Timer 2	20	24000	Medium increase to time before followers bleed out.
Gang—Weapons—Shotguns	22	25500	Upgrade your gang members to carry shotguns.
Homie—Health Increase 2	22	26000	Homies get a medium health boost.
Homie—Health Increase 3	34	35000	Homies get a large health boost.
Gang—Weapons—Rifles	44	39500	Upgrade your gang members to carry rifles.

BONUS UPGRADES

Bonus upgrades are predominantly about maximizing your accrual of XP and Cache. The faster you purchase these upgrades once they're available, the more you'll get out of them ultimately.

UPGRADE	RANK REQUIRED	CACHE COST	DESCRIPTION
Bonus—Flashpoint Reward	2	3000	Increase Cache and XP received from defeating Flashpoints.
Bonus—Cache Boost	2	4000	Increase all Cache received by 5%.
Skill—Scavenger	4	6500	Twice as much Cache is dropped by deleted Simulations.
Swap—Cache For XP	4	7000	Convert Cache to 4000 XP.
Bonus—Hacking Reward	6	8000	Increase Cache and XP received from Hacking stores.
Bonus—XP	6	8500	5% bonus to ALL XP earned.
Bonus—Cache Transfer Rate	6	9000	Hourly Cache transfer of 500.
Skill—Pickpocket	10	12000	Carefully bump into people to steal their Cache!
Bonus—Cache Boost 2	16	18000	Increase all Cache received by 10%.
Bonus—XP 2	18	21500	10% bonus to ALL XP earned.
Swap—Cache For XP 2	20	23000	Convert Cache to 8000 XP.
Bonus—Cache Transfer Rate 2	22	23500	Hourly Cache transfer of 1000.
Bonus—Cache Boost 3	32	32000	Increase all Cache received by 15%.
Bonus—XP 3	34	34500	15% bonus to ALL XP earned.
Bonus—Cache Transfer Rate 3	36	35500	Hourly Cache transfer of 1500.
Swap—Cache For XP 3	42	39000	Convert Cache to 12000 XP.
Bonus—XP	CHALLENGE: complete six total Challenges.	0	10% bonus to ALL XP earned.
Hacking—Extra Time	KEITH QUEST: "The Simulation Recognizes…"	0	Twice as much time to complete store Hacking.

SUPER POWERS





The artificial digital nature of the Simulation allows a skilled hacker to alter the system, enhancing old abilities (like running and jumping) and enabling new ones entirely (like, say, *hurling dudes with your mind*). The short version is: you get super powers! Movement and strength are grossly enhanced, so sprinting, jumping, and punching are all amplified supernaturally. The Boss can outrun cars, leap up the sheer walls of towering skyscrapers, and punt pedestrians a dozen meters or more. You gain this initial suite of already incredible powers shortly into the campaign, and you'll obtain many even more incredible powers later. All powers can be upgraded in several ways: new upgrades become available for purchase when Rank increases, and collectible Data Clusters are the currency you'll use to buy these power upgrades. While many, many Clusters are in plain sight and collectible right away, there are denser, more valuable Clusters that are not accessible until you can crack through to them with the right super power.

HOT POWERS COOLING DOWN

You can use Super Jumping indefinitely, and the bottleneck for Sprinting is Stamina. The first active super power you'll receive is Freeze Blast, and many more soon follow. Active powers are selected with the d-pad and used with RB/R1; different elements (variants) of a power are accessed by tapping the d-pad in the same direction more than once. These active d-pad assigned super powers must cool down briefly after each use. Super power cooldown post-use is individual, not global; while you can't use the same super power back-to-back because of cooldown, you *can* use one power, then swap to and use another! There's a tiny bit of delay built in when switching between powers, so you can't just perform different powers exactly back-to-back. However, even with the slight dead period, cycling between powers is ages faster than simply waiting for one power to recharge. And some powers work beautifully in concert, one right after another. For example, it's hard to argue with stopping a crowd of aliens cold with Freeze Blast, then shattering them all at once with Rock Stomp. There are also upgrades for each power that reduce the length of individual cooldown timers.

SUPER SPRINT

You can now run faster than cars with Super Sprint!

SUPER SPRINT UPGRADES

ACQUISITION: STORY PROGRESS

UPGRADE	RANK/CHALLENGE REQUIRED	DATA CLUSTER COST	DESCRIPTION
Sprint—Reduced Damage	1	15	Take less damage when Super Sprinting.
Sprint—Speed	2	10	Increased speed while Super Sprinting.
Sprint—Wall Running	6	15	Jump onto the side of a building and hold LB/L1 to Sprint up the wall! A must-have for any super-powered Saint.
Sprint—Speed 2	6	20	Even greater speed while Super Sprinting.
Sprint—Speed 3	16	30	Maximum speed while Super Sprinting. You're practically faster than a speeding bullet!
Sprint—Tornado	26	15	Super Sprinting now creates a tornado effect that knocks over objects in your wake!
Sprint—Unlimited Sprinting	KEITH QUEST: "Executive Orders"	0	Unlimited Sprinting.
Sprint—Water Running	CHALLENGE: earn all Speed Rift silver medals.	0	Super Sprinting now works on water. Hold LB/L1 as you enter water to Sprint across it!
Sprint—Haste	CHALLENGE: earn all Speed Rift gold medals.	0	Super Sprinting reaches maximum speed faster!

Unlimited Sprinting can also be acquired at Rank 50 through a Player Upgrade.



The ability to run like the wind is among the first powers you'll gain. Hold LB/L1 while moving to Super Sprint. Sprinting drains Stamina, so you can't Sprint indefinitely. (At least not until you can earn either the Stamina—Increase 4 or Sprint—Unlimited Sprinting upgrades.) Air is forcefully displaced by your incredible forward movement, such that people, sidewalk debris, and even vehicles get tossed aside by your bow shock. (The Sprint—Tornado upgrade excessively increases the pressure of your passage so the things you pass get sucked up into your wake!)

Of course, with great power comes great responsi-something. If you Sprint recklessly along the roads and sidewalks of VR Steelport, you'll inevitably and inadvertently knock over a cop or a police car, which raises an alarm and starts up the Notoriety game. If you're in the middle of something, like going to shop or perform a store Hack, this interferes with your business. Careless Sprinting may also cause you to badly damage, disable, or destroy a vehicle you'd rather have used. And while on the subject of taking care when annihilating the 100-meter dash: Sprint full-tilt dead-on into a car, and the car may get fatally compressed on the front of your foreshock and explode. This is undeniably awesome, but it's also potentially bad, since you're obviously going to Sprint right into the explosion you've just caused, possibly along with the burning, spinning chassis of whatever vehicle you just made explode. You can Super Sprint to power through a lot of stuff, but straight through the middle of an explosion isn't on that list, and you will probably get knocked down here. It's almost always survivable—just tap A/✕ to spring ninja-like back to your feet. Nevertheless, it's often really inconvenient, like if you're in the middle of a Blazin' Activity footrace, or if the explosion happens to kill pedestrians and cops, starting up a Notoriety alarm. And speaking of Blazin', if you'd like to sharpen up your Sprinting, there's no better Activity.

Sprinting isn't just for locomotion. It's also a great offensive and defensive tool. If you see a vehicle getting away you'd really like to jack, Sprint after it and press Y/△ when approaching to deftly carjack from full speed. You can Sprint toward humanoid foes, cops, pedestrians, and aliens alike, and press RT/R1 or press in the right stick to perform a Super Beatdown, which uses the momentum of the Sprint to smash them with probably fatal force. And remember, when you're surrounded, in trouble, and losing more and more health, nothing moves faster than you can. When in doubt, Sprint to get out of the frying pan, then recover and reorient from the fringes.

SHATTERING SPEED

Powers work best when used together in complementary ways. You'll get Freeze Blast not long after Super Sprint, since they're two of the first few powers. For a while, before the outrageousness of your weapons arsenal catches up, the fastest way you can kill enemies or destroy cars is to use Freeze Blast, then Sprint into the frozen masses.

WALL RUNNING



After not too long, thanks to a Rank 6 upgrade, the ability to Sprint won't be restricted to the horizontal plane. While in midair and moving or gliding toward a sheer vertical surface, most likely the side of a building, hold LB/L1. Upon contact with the wall, you start running straight upward. This applies whether you merely glide to glance against the side of a building, or whether you Air Dash into it at full speed. The main thing that can be said about the amazing ability to Wall Run up totally sheer surfaces is that using it cuts into your opportunity to build up a little bit of XP by Wall Jumping over and over up the side, building up a jump chain. Later on, you'll also gain the ability to Sprint horizontally across bodies of water.

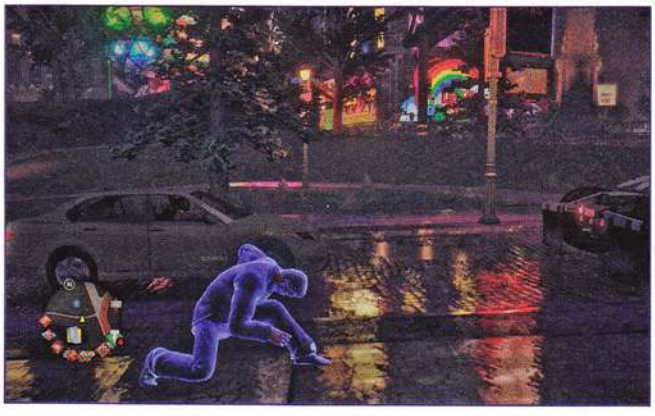
SUPER JUMP

You can now climb vertical surfaces with Wall Jump, or jump higher than buildings with your charged Super Jump!

SUPER JUMP UPGRADES

ACQUISITION: STORY PROGRES

UPGRADE	RANK/CHALLENGE REQUIRED	DATA CLUSTER COST	DESCRIPTION
Jump—Height	2	10	Increased height on charged Super Jumps.
Jump—Glide	2	15	Take to the sky, and glide across the city!
Ninja Reflexes—Health	2	15	Restore health when you use your Ninja Reflexes. (Press the Jump button when knocked down to spring right back up.)
Jump—Air Dash	2	10	Gain a boost of speed in midair by pressing RB/L1.
Jump—Height 2	4	20	An even greater height on charged Super Jumps.
Glide—Efficiency	6	10	Gliding uses less Stamina.
Jump—Air Dash 2	8	20	Dash twice per Super Jump.
Jump—Height 3	10	30	Maximum height on charged Super Jumps. You can leap tall buildings in a single bound!
Glide—Efficiency 2	12	20	Gliding uses far less Stamina.
Glide—Efficiency 3	18	30	Gliding no longer uses Stamina.
Jump—Air Dash 3	20	30	Dash three times per Super Jump.
Jump—Distance	CHALLENGE: earn all Platforming Rift silver medals.	0	Charged Super Jumps fly farther and faster.
Glide—Distance	CHALLENGE: earn all Platforming Rift gold medals.	0	Become as light as a feather to greatly increase how far you can glide.
Immovable Object	CHALLENGE: earn all Insurance Fraud gold medals.	0	Cars can no longer knock you down even when standing still!





Along with Sprinting, Super Jump is one of the first super powers you'll acquire. Super Jumping is performed with A/✕ and can vary a lot in height (or, to use the scientific term, "ups"). You can simply tap the Jump button for a low-height leap. This baby Super Jump is still much higher than anyone can leap in reality, and it proves useful for bunny-hopping over vehicles, leaping over small recesses in terrain and rooftops, and mounting small buildings.

To Super Jump higher, you'll need to build up tension for a moment first. Hold down A/✕ to begin building jump energy. You won't leap right

away but instead start tensing up for more upward explosiveness. The longer you charge the jump, the higher in altitude you'll leap. While charging jump energy, you can still move around and perform other actions, even using other powers like Sprinting. The controller vibrates with increasing force (if enabled) to indicate the charged jump's readiness. After a charged Super Jump, you erupt dozens of meters vertically through the sky of digital Steelport. Depending on how long you've charged the Super Jump, you'll produce either a mid- or full-height leap. Sprinting may expend Stamina, but Super Jumps do not, so you won't have to worry about becoming exhausted.

You don't have to have feet on terra firma to start charging a Super Jump, and this is extremely important—you can, in fact, hold Ⓐ/✕ to charge the next Super Jump during a Super Jump already in progress! By releasing a jump charged in midair just as you land from a previous jump, you'll catapult right back up into the sky. You land only long enough to leave the ground again, creating a jump chain. By bounding from place to place with Super Jumps and Wall Jumps, you can build up a jump chain into the dozens. A jump chain builds a little bit of XP on completion, just like other stunt and combat tricks.

MIND THE CORNERS

When you've got a beautiful jump chain going, try not to land near the corners where walls meet ground. Jumps are chained by jumping again the instant you land, over and over. But by landing near a corner, your attempt to transition into another jump gets interrupted, and your jump chain ends, whether while falling or if you hit the wall first. Your attempt to re-jump will fail whether (when landing) you first hit the wall and then slide just a tiny distance to the ground, or whether you land on the ground first and then slide forward a half-step and into the wall thanks to inertia.

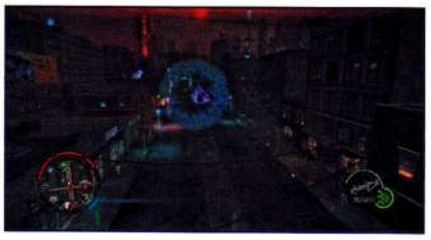
WALL JUMP





The ground isn't the only thing you can jump off. While in midair, press against the side of a building, tower, or similar vertical structure, and you'll slide down the side. While sliding, press (or release, if charged) the Jump button to kick off the wall for a Wall Jump. You can Wall Jump repeatedly up the same vertical surface, so that ascending even the tallest skyscrapers is possible if you chain Wall Jumps the whole way up. As with Super Jumps off the ground, you can hold Ⓐ/✕ to charge your next jump at any time, so that you can charge your next Wall Jump immediately after initiating the previous one. This cuts down drastically on the total number of Wall Jumps needed to summit tall areas. Before you learn to Super Sprint up the sides of buildings, getting to the tops of tall places requires Wall Jumping. (Well, or stealing an alien's XOR or Void, or a helicopter.)

AIR DASH



An Air Dash is a quick, brief forward aerial movement. Air Dashing allows you to quickly maneuver and evade while airborne. You can use the move to gain extra distance during a forward leap, to dart through the air, to grab a floating Data Cluster, to instantly change direction, and to Air Dash into the side of a building before Wall Running or Wall Jumping up the side. At first, you can only perform one Air Dash per jumping period. Eventually, you can upgrade to a maximum of three Air Dashes per jump.

An Air Dash is performed just like Sprinting—press the stick in the desired direction, and then press LB/L1. A tap is all you need to propel yourself forward. The forward movement of the Air Dash can be abruptly halted, if you like, by pressing the left analog stick in the direction opposite the Air Dash. This can be useful to prevent yourself from Air Dashing all the way over an intended landing target, like when climbing a Radio Tower or exploring a Platforming Rift.

GLIDE



To Glide, first jump (or fall), and then press and hold LB/L1. You Air Dash at first before transitioning into a sugar glider-like glide. Pika! As long as you hold LB/L1, your descent will be greatly reduced. Just hold down the button to drift slowly down and forward; you don't quite glide straight down, but the forward pace translates to a crawl along the ground. To Glide forward very quickly, simply hold forward while Gliding. If you've unlocked more than one Air Dash, you can throw in the extra Air Dashes for little extra bursts of horizontal movement... just be sure to hold down the button after the last Air Dash to resume your glide.

JUMP MASTERY

Mastering the Simulation can't be done without getting comfortable with the astounding leaps you can perform. Perhaps the best practice you'll get comes from hunting all the Data Clusters left glinting atop billboards, on rooftops, adorning antennae, and topping Radio Towers. Mount just about any summit taller than a moderately sized ladder, and you'll see off to each horizon Data Clusters twinkling blue in every high place. As you learn to Super Jump accurately, and to fluidly chain Super Jumps one after another, you'll be able to bound right from Data Cluster to Data Cluster. Make a habit of gracefully diverting to collect Data Clusters that aren't too far off-task from your current objective, and you'll come to master aerial movement. You'll also secure plenty of spare Data Clusters to spend on Power upgrades. Of course, you can also let whimsy take over and explore the city without a destination in mind while going on a Data Cluster collection spree. The Platforming Rift Activities also provide great jump practice.

The incredible array of air movement options, once mastered, should mean there's no situation that can drive you to panic. If you find yourself knocked off the highest, hardest-earned peak, or thrown from a flying vehicle, just start Gliding and get your bearings. More often than not, you'll see a tall building or spire toward which you can Glide. Upon meeting the sheer surface, you can then Wall Jump or Wall Run straight upward, quickly returning to dizzying ground.

BLAST

You can now shoot energy at enemies with Blast! Tap left on the d-pad to quick-switch to Blast.



Certain dense Data Clusters are embedded in vertical surfaces, and these cannot be extracted through mere contact. You'll have to first dislodge them with Blast.

BLAST UPGRADES

UPGRADE	RANK/QUEST REQUIRED	DATA CLUSTER COST	DESCRIPTION
Blast— Recharge	2	10	Blast Energy recharges faster.
Blast— Area	4	10	Increases Blast's area of effect range.
Blast— Recharge 2	4	20	Blast Energy recharges even faster.
Blast— Area 2	8	20	Greatly increases Blast's area of effect range.
Blast— Recharge 3	12	30	Blast Energy recharges very quickly.
Blast— Area 3	18	30	Maximizes Blast's area of effect range. Blast entire intersections!
Blast— Explosive Deaths	24	30	Freeze: targets explode when shattered, damaging everything around them. Fire: targets explode when they die, spreading the fire to anyone nearby. Mind Control: targets explode when they die, glitching nearby enemies.
Blast— Duration	32	10	Targets remain affected by Blast longer.
Blast— Damage	KINZIE QUEST: "Power Play"	0	Freeze: targets take even more damage while frozen. Fire: targets take more damage per second while on fire. Mind Control: increases the amount of targets that can be controlled at once.

Now you're getting somewhere. Previously mentioned powers had to do with movement. From here on out, it's pure firepower (sometimes literally). The first offensive super power you'll receive involves hurling a concentrated ball of energy, which can be imbued with different elements, or variants. Initially, only Freeze Blast is available, though "only" sells it short, since this is just about the most versatile ability in the game outside of the mega-movement powers mentioned previously.

FREEZE BLAST

Freeze your enemies, then use your guns on them for double damage!

ACQUISITION: STORY PROGRESS





Freeze Blast does the obvious: it freezes stuff caught in the blast radius. Frozen targets are stuck in place, which of course temporarily removes them as threats to you. Frozen targets also take double damage until they thaw, which makes them quite brittle indeed. For most humanoid targets, like pedestrians, cops, and regular alien grunts, any damage taken while frozen is fatal—they'll simply shatter on contact. In fact, until later on when you get more devastating weapons and powers, just about the fastest way to vacate a crowded area of lots of baddies at once is to Freeze Blast the lot of them, then Super Sprint right on through the icy bodies. You can also Sprint into a car or object, knocking it aside so it's pushed into frozen foes—that'll shatter them, too. Likewise, punching them, or using Telekinesis to toss things into the frozen, or just shooting them also works. It's really bad to be frozen, basically, and you'll get a lot of mileage out of this cool power.

Stouter targets like Murderbots, Wardens, and Marauders won't be shattered instantly just because you sneeze on their frozen forms, but you benefit in other ways: against Murderbots, the 50% damage boost while they're frozen is invaluable; against Wardens, Freeze Blast can temporarily knock off their shields; and against Marauders, Freeze Blast helps you circle around to the weak spot in the back. And, if you're not packing something explosive, the fastest way to destroy a road-going vehicle is to freeze it, then unload with your fastest-firing gun. Especially once you're using, say, dual SMGs, a frozen car won't hold up to sustained fire for more than a couple seconds. Happily, a frozen car still explodes like a room-temperature car, with similar results for anything nearby.



The incredible firepower of a Void means nothing as it falls frozen, about to smash spectacularly onto allies located on the road underneath it.

Freeze Blast is naturally catastrophic to any flying vehicle. So, if your Notoriety climbs high enough for the aliens to send saucers after you, a well-placed Freeze Blast is all you'll need to bring them down easily.

FIRE BLAST

Let pyromania ensue as you rain down hellfire on your enemies!

ACQUISITION: STORY PROGRESS



This alternate element for Blast turns it into a kind of petrol grenade. Wherever you hurl Fire Blast, there will be a fiery explosion, and objects caught in the blast take damage and catch fire. This can be a nice change of pace from Freeze Blast if you want a more direct approach, as enemies set aflame are usually a little preoccupied, what with all the burning, and are consequently distracted from attacking. Fire Blast isn't the ultimate anti-air that Freeze Blast is, but you'll still bring flying targets down quickly if you nail them with Fire Blast, then follow this attack up with a sensible gun. (Don't fire a shotgun at a flying saucer, basically.)

MIND CONTROL BLAST

Create a massive data surge around you that causes enemies to glitch out and fight for you!

ACQUISITION: MATT QUEST: "THE PRESTIGE"



Now for something completely different. With this element equipped, Blast can glitch simulated individuals in the blast radius, alien and pedestrian alike, and convert them temporarily to Third Street Saints allegiance. You can gain a lot of extra Homies in a hurry this way. You also temporarily remove mind-controlled enemies as threats when they're on your side, which is most obviously good against dangerous enemies like Murderbots. Just remember to keep your eyes on foes you've turned to the Saints' side—they'll change back, eventually.

TELEKINESIS

You can now pick up and throw people/objects around with Telekinesis! Tap up on the d-pad to quick-switch to Telekinesis.

Toss stuff with your mind. Psychic Saints! Point at an object relatively close at hand, and tap LB/L1 to pull it in. A tap is all that's needed. Tap the button again to toss the object, person, or alien. In between the picking up and the tossing, your movement isn't restricted at all: you can grab a whole car, passengers and all, then Sprint into a Super Jump before tossing the car forcefully into the distance at the apogee of your jump's altitude. This kind of thing comes in handy during two Activities that test the limits of your Telekinetic ability: Genki's Mind Over Murder, and Telekinesis Rift.



Data Clusters encased in reinforced globes are locked away until you can smash the globes open with Telekinesis.

TELEKINESIS UPGRADES

UPGRADE	RANK/CHALLENGE REQUIRED	DATA CLUSTER COST	DESCRIPTION
Telekinesis— Recharge	6	10	Telekinesis Energy recharges faster.
Telekinesis— Throw Distance	8	10	Increases how far objects can be thrown with Telekinesis.
Telekinesis— Recharge 2	14	20	Telekinesis Energy recharges even faster.
Telekinesis— Special Vehicles	14	30	Telekinesis can pick up tanks and aircraft!
Telekinesis— Throw Distance 2	18	20	Greatly increases how far objects can be thrown with Telekinesis.
Telekinesis— Hold Cost	24	15	Force: no energy is consumed while holding an object with Telekinesis. Life Steal/Lightning: only half as much energy is consumed while holding an object with Telekinesis.
Telekinesis— Recharge 3	30	30	Telekinesis Energy recharges very quickly.
Telekinesis— Throw Distance 3	32	30	Maximizes how far objects can be thrown with Telekinesis.
Telekinesis— Throw Cost	36	15	Telekinesis uses less energy when throwing objects.
Telekinesis— Catch	CHALLENGE: earn all Genki M.O.M. silver medals.	0	Telekinesis can catch objects thrown at you!
Telekinesis— Power Up	CHALLENGE: earn all Telekinesis Rift silver medals.	0	Force: increases damage to vehicles thrown. Lightning: increases the chance that lightning arcs between objects. Life Steal: increases the health stolen per second.
Telekinesis—Power Up 2	CHALLENGE: earn all Telekinesis Rift gold medals.	0	Force: greatly increases damage to vehicles thrown. Lightning: greatly increases distance that lightning arcs between objects. Life Steal: greatly increases health stolen per second.

FORCE TELEKINESIS

Become one with the Simulation, and use your mind to throw enemies around! Force deals additional damage to targets upon impact!

ACQUISITION: STORY PROGRESS

Telekinesis confers the ability to move objects around with your mind. You can pick up virtually anything, then hurl it with great force. Tossed objects are fearsome projectiles, and the bigger the object, the better. The objects you toss also take damage themselves upon impact, so if you TK toss a pedestrian into a wall, don't expect survival from the tossed subject. Even if you can't immediately kill or destroy something by hurling it into something else, you can still remove annoying or problematic vehicles as threats by simply tossing them so far away that their distance makes them irrelevant—that Assert with a turret gunner blazing lead at you becomes much less annoying once you pick up the vehicle, gunner and all, and toss it over the nearest building.



This version of Telekinesis amps up the force transferred when objects are thrown. With precision, you'll find that you can clear Flashpoints and other places of heavy action quickly by viciously hurling Zin soldiers right into each other, killing two birds with one stone on each toss.

LIFE STEAL TELEKINESIS

Suck the digital life out of any living thing you grab, and add it to your own!

ACQUISITION: CID QUEST: "OBEY"



The intrepid robot CID rewards you with extra elements for completing its missions. This reward allows health to be siphoned off from subjects held in the grasp of your mind. This can be a literal lifesaver, remembering that TK doesn't restrict movement at all. When you're getting rocked from all sides and there are no health pickups to be seen, you can grab the closest unfortunate. This is one of a few novel ways in which you can replenish health; other methods include using the upgraded Energy Sword or the upgraded Alien Rifle. A subject held with Life Steal TK continues to provide health until they are tossed away, they run out of health and die, or you run out of Stamina and drop them. Individuals and objects tossed with Life Steal TK can still bash things on impact, just not with as much punch as a Force Telekinesis throw.

LIGHTNING TELEKINESIS

Turn anything you pick up into a devastating ball of lightning!

ACQUISITION: CID QUEST: "OBEY (ONE MORE TIME)"



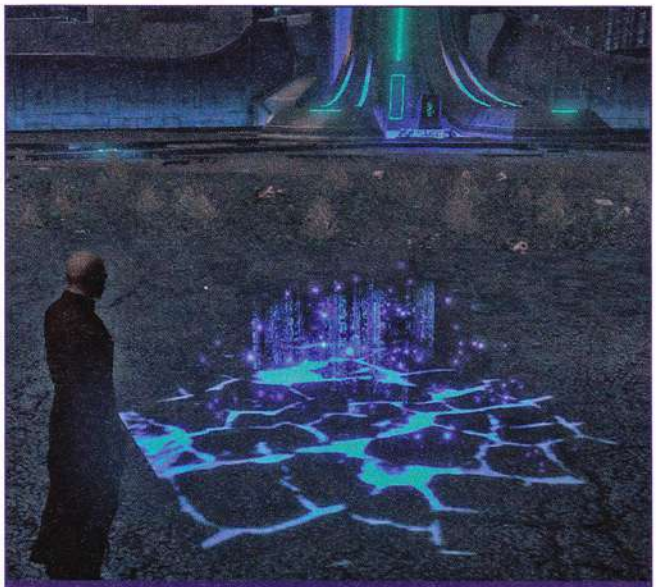
This electrifying power laces whatever prey you scoop up all the way through with sparking blue lightning. Both while you're still holding onto your victim and after you toss them by tapping the button again, the electricity coursing through them arcs out and strikes things nearby. Because of this, one foe tossed with Lightning Telekinesis can end up electrifying many. And although, as with Life Steal TK, the force of the throw is less than with Force TK, Lightning TK can more than make up for this in crowded situations: drop into a Flashpoint and pick up a Zin soldier with Lightning Telekinesis, and now all the other Zin clustered around the hotspot will get shocked all together.

STOMP

You can now smash your foot into the ground and send everything nearby flying with Super Stomp! Tap down on the d-pad to quick-switch to Stomp.

STOMP UPGRADES

UPGRADE	RANK REQUIRED	DATA CLUSTER COST	DESCRIPTION
Stomp—Recharge	10	10	Stomp Energy recharges faster.
Stomp—Distance	12	10	Increases range and stun time of Stomp.
Stomp—Area	16	15	Stomp affects a wider area.
Stomp—Recharge 2	22	20	Stomp Energy recharges even faster.
Stomp—Distance 2	28	20	Greatly increases range and stun time of Stomp.
Stomp—Damage	34	15	Rock: increases the damage done to targets sent flying. Gravity: damage taken by one target is spread to all targets in stasis. Shrink: shrunken targets take even more damage.
Stomp—Recharge 3	38	30	Stomp Energy recharges very quickly.
Stomp—Distance 3	40	30	Maximizes the range and stun time of Stomp. Smash entire city blocks!
Stomp—Duration	50	15	Rock: increases how far targets are sent flying. Gravity: increases how long targets remain affected by stasis. Shrink: increases how long targets remain shrunken.



The Data Clusters you'll see shimmering just under the ground won't be accessible until you can shake them from the earth with Stomp.

ROCK STOMP

Increased force is used when stomping the ground, causing extra damage to targets sent flying!

ACQUISITION: STORY PROGRESS





Stomp's three elements work quite differently. This version, Rock Stomp, lets you put your foot down with quaking force. A shock wave is sent out instantly from Stomp in all directions, and enemies within the shock zone are sent flying backward. Stomp can be started both airborne and while standing on the ground. (Start Stomp while in midair, and you plunge down to earth and Stomp upon landing.) Stomp deals solid damage, but it's unlikely to kill full-health enemies. Still, for crowd control or street clearing, it's tough to argue against Stomp, which even knocks back oncoming traffic. Of course, as with any power that strikes a large swath, beware of using Stomp when you DON'T want any attention. If you're just about to try a store Hack, for example, accidentally sending a cop into the river, Stomp will probably force a brief diversion from your plan. There are also situations where Stomp is obviously ineffective—while Freeze Blast is the cat's meow against an incoming flying saucer, Rock Stomp is not.

Those caveats aside, Rock Stomp is a great offensive and defensive tool, and, like all Stomp elements, works even better together with other powers. By itself, Rock Stomp isn't going to kill full-health grunts. But use Rock Stomp as a follow-up to a well-placed Freeze Blast, and you might shatter a dozen or more grunts all at once. This kind of approach only improves once you've unlocked upgrades to improve the range and power on these abilities, too. You may clear a whole Flashpoint with just one Freeze Blast into Rock Stomp!

If you're trying to use Rock Stomp defensively, likely to get some breathing room if a bunch of melee-minded enemies are overwhelming you up close, watch out that brawling enemies can interrupt Stomp's wind-up. Foes dogpiling onto you might keep knocking you out of it before it can do any good. In this situation, remember that you can rise above the fray with a jump just by tapping Ⓐ/✕, and from there, you can crash right back down with Stomp, without worrying about being thwarted.

GRAVITY STOMP

Gravity: lift your enemies into the air and lock them in a stasis field. Like shooting fish in a barrel!

ACQUISITION: FUN SHAUNDI QUEST: "SOMETHING TO PROVE"



This version of Stomp transforms it into a stasis machine, as enemies caught in Gravity Stomp's impact zone find themselves suspended, helpless, just off the ground. From this position, the enemies are yours to do with as you please. Leisurely smack them into the distance with the Tentacle Bat, eject them from their suspension explosively with Fire Blast, or execute whatever punishment you'd care to dole out. (You'll complete an easy Challenge by killing 10 enemies as they're suspended by Gravity Stomp.) Gravity Stomp keeps all victims nearby and motionless, which makes them easy to find. This can make Gravity Stomp preferable to Rock Stomp when falling from a great height, if you want to be able to easily keep track of what you hit when you land.

SHRINK STOMP

Shrink: cause your enemies to literally shrink in horror!

ACQUISITION: FUN SHAUNDI QUEST: "SHAUNDI'S LIST"



Stomp's third element takes quite a different approach: not force or suspension, but miniaturization. Flesh and blood (all right, digital flesh and blood) enemies caught in Shrink Stomp's area of effect get shrunk down to a fraction of their normal size. While they're minimized, you can crush foes just by running over them, trampling the adversaries underfoot. There's an easy Challenge to be completed crushing just 10 enemies, so take care of that one after acquiring Shrink Stomp.

BUFF

You can now charge your body and weapons with energy! Tap down on the d-pad to quick-switch to Buff.

BUFF UPGRADES

UPGRADE	RANK/ CHALLENGE REQUIRED	DATA CLUSTER COST	DESCRIPTION
Buff— Recharge	14	10	Buff Energy recharges faster.
Buff— Team Player	22	15	Fire: nearby Homies become immune to fire while Buff is active. Freeze: nearby Homies have a chance of firing freeze bullets. Lightning: nearby Homies have a chance of firing lightning bullets.
Buff— Recharge 2	30	20	Buff Energy recharges even faster.
Buff— Area	34	15	Increases the size of the area that Buff affects.
Buff— Speed Demon	38	15	Increases walking speed while Buff is active.
Buff— Recharge 3	42	30	Buff Energy recharges very quickly.
Buff— Duration	46	15	Increases how long Buff remains active.
Buff— Passive Aggressive	CHALLENGE: earn all Super-Powered Fight Club gold medals.	0	Simply having Buff equipped gives a chance for the elemental damage to be applied to an attack.

Buff amplifies your abilities for a period of time. The power lasts a while, but the cooldown period before it can be reused is lengthier than with other powers. (A few upgrades address this specifically.) While Buff is active, bullets take on special characteristics, and simply being near you becomes detrimental to the health of the Zin. Certain Buff upgrades make the passive benefits even better, such as faster walking speed and buffed-up Homies.

No matter the element you use, Buff is absurdly good, and there's no reason not to activate it whenever you anticipate having to throw down. Pair Buff with a gun that has a high rate of fire (try dual SMGs, as soon as you can) and the right supplemental powers, and let it rip.

FIRE BUFF

Envelop yourself and your bullets in a lethal firewall!

ACQUISITION: STORY PROGRESS



Fire Buff is the first Buff power you'll receive. A small wall of flames surrounds you, and any bullets you shoot carry fire with them. In short, gun power is increased, and it's a cookout in the immediate vicinity. Unfortunate nearby humanoids catch fire, and even cars have their paint chip and peel if you stand close to them with Fire Buff going. Note that this also applies if you pull someone close with Telekinesis while smoldering.

Since you're packing flame ammo with Fire Buff, pair this with Freeze Blast. With these damage bonuses compounded, your hot bullets will be like superheated knives through butter.

FREEZE BUFF

Lower the temperature around you and your bullets to absolute zero to freeze your enemies and deal extra damage.

ACQUISITION: BEN QUEST: "GHOST WRITING"



This is the other side of the Fire Buff coin. (That's probably a difficult coin to keep hold of.) Ice-cold bullets boost damage, and the air nearby is so frigid that objects freeze. Drop into a Flashpoint with Freeze Buff active, and all the aliens nearby will become helpless Zin ice sculptures. Since your very presence can freeze stuff already, it's an ideal time to supplement your frigid offense with Fire Blast and Rock Stomp.

LIGHTNING BUFF

Charge your bullets and the air around you with electricity. Lightning arcs between enemies for additional damage!

ACQUISITION: BEN QUEST: "THE CLIMAX"



You won't be shocked to read that Lightning Buff adds lightning to your attacks. Bullets become electrified, and so do you—enemies near to either your body or your gunfire are liable to be stunned and damaged by lashes of electricity.

FORCE SHIELD

Dashing generates a shield that can block all incoming damage and reflect projectiles!

ACQUISITION: STORY PROGRESS

FORCE SHIELD UPGRADES

UPGRADE	RANK REQUIRED	DATA CLUSTER COST	DESCRIPTION
Shield— Damage	10	15	Dash Shield applies extra damage on contact.



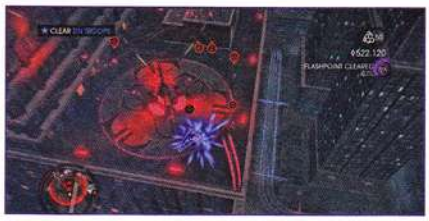
Super Sprint's sheer speed already makes the area directly in front of you a bad place to be. But the Force Shield augmenting super power makes this place even worse. The bow shock before your Sprinting self is more pronounced now and reflects incoming projectiles and rockets! Keep that in mind when your late-game Notoriety is piling up, while tanks are coming after you. Force Shield's only upgrade increases the damage dealt to targets caught in front of your rapidly advancing Sprint.

DEATH FROM ABOVE

Hover in midair by HOLDING L3/L1, then press R3/R2 to smash into the ground at super speed.

ACQUISITION: STORY PROGRESS





Received after a particularly noteworthy simulated rescue, Death From Above is a diving attack that lifts air superiority to new heights. When airborne, hold L3/L2 to begin the hovering portion of Death From Above. This stops the fall's descent and allows for careful aim. When you've zeroed in on the desired impact zone, launch with R3/R2. (If while hovering and aiming you decide you'd rather fall without dive-bombing, simply release L3/L2; naturally, you can immediately transition to Gliding by holding L3/L1.) After launching, you'll arrow through the air precisely to the chosen zone. On impact, the landing force damages anyone nearby; the farther you traveled with the Death From Above dive, the harder the hit.

Once you get Death From Above, you'll wonder how you ever lived without it. It comes in handy in all sorts of ways. It allows you to always land in the midst of enemies right where you want, surrounded by dazed targets. (You're free to follow up the built-in mini-stomp that is the landing of Death From Above with an actual super-powered Stomp, too.) When planning to descend with DFA, consider your other powers as tenderizers—activate a Buff power (if you haven't already), and throw Freeze or Fire Blast down into hostiles just before you dive-bomb them.

Death From Above provides even more falling security than Glide already did, too. If ever you're knocked into a disorienting fall, like off a Radio Tower, just hold L3/L2 to initiate the hover portion of DFA. This gives you a free moment to orient yourself without losing altitude.

NUKE

DEATH FROM ABOVE UPGRADE

UPGRADE	RANK REQUIRED	DATA CLUSTER COST	DESCRIPTION
Death From Above—Nuke	50	50	You can now devastate entire sections of the city with Nuke! Use Death From Above from a high altitude to create the nuclear blast!



Big bada-boom.

Not until Rank 50 can you unlock Death From Above's aptly titled upgrade, but it's worth the wait. The Nuke upgrade means that when you dive-bomb far enough during Death From Above, your impact triggers a *freaking nuclear blast*. The distance that you must dive in order to go thermonuclear is a tad higher than a fully charged, fully upgraded Super Jump. So, you can't do this from a standing start on level ground, but you can if you first Wall Run or Wall Jump for a little initial height, then perform a fully charged Wall Jump. This is also possible if you already happen to be on an average office building's rooftop, starting with a fully charged, max-height Super Jump and aiming for street level.

As lovely as this sounds, there's a sweet spot to actually using Nuke effectively and intentionally against hostile targets (whether it's a Notoriety swarm, or the aliens patrolling a Flashpoint/Hot Spot). You'll need to get a tall height advantage on your target in order to perform a Death From Above dive long enough to Nuke the target, taller than a maxed Super Jump. But the Simulation is a big place, and Wall Running and Super Jumping carries our hero through space with crazy speed; the max altitude you can get to in the city's open sky is the height of many jumps, and it's easy to be farther from your foe than you think. Going too high above a target is like moving too far afield of them on street level, too... they may despawn entirely, with distance. This can create a bit of an anti-climax if you were trying to Nuke them, since you may Nuke empty space instead, which you then see enemies spawn into around you.



QUEST DIRECTORY

PRIMARY QUESTS

The following quests unlock in order, as you proceed through the game. Each of these quests is required in order to advance the story and ultimately overthrow Zinyak.

QUEST NAME	ACT	PAGE
Purple Ops	Prologue	26
Hail to the Chief	Prologue	29
Leave it to the Saints	Prologue	31
Learn the Rules…	Act 1	32
The Escape	Act 1	41
Breaking the Law	Act 2	44
Ghost in the Machine	Act 2	53
Zero Cool	Act 2	61
Anomalous Readings	Act 2	67
Back By Popular Demand	Act 2	75

QUEST NAME	ACT	PAGE
The Boss Goes to Washington	Act 2	82
King of Stillwater	Act 2	91
Emergency Situation	Act 2	94
From Asha with Love	Act 2	103
…The Very Next Day	Act 2	114
Death From Above	Act 2	118
The Kinzie Gambit	Act 2	118
The Girl Who Hates the 50s	Act 3	122
Keymaster	Act 3	134
Punch the Shark	Act 3	141

*Primary quests unlock sequentially and represent the core of the storyline.

SIDE QUESTS

This list of optional side quests are presented in the order that they will unlock if you are following along with the walkthrough portion of this book. Some of these quests unlock after specific objectives are completed or moments in the story are reached. Others, such as each Homie's quest line, unlock sequentially. None of these are mandatory, but it is recommended that you complete the majority of them (if not all of them) before advancing to "The Grand Finale."

QUEST NAME	HOW UNLOCKED	REWARD	ACT UNLOCKED	PAGE
Customization	During "Learn the Rules..."	Weapon—Violator	Act 1	37
Simulated Instruction	During "Learn the Rules..."	Weapon—Semi-Auto Shotgun	Act 1	40
Campaign Trail of Destruction	Complete "The Escape"	Weapon—Dubstep Gun	Act 2	46
Power Play	During "Breaking the Law"	Blast—Damage	Act 2	48
Executive Orders	Complete "Campaign Trail of Destruction"	Sprint—Unlimited Sprinting	Act 2	51
The Simulation Recognizes...	Complete "Executive Orders"	Hacking—Extra Time	Act 2	58
Obey	Complete "Ghost in the Machine"	Telekinesis Element—Life Steal	Act 2	59
Supreme Justice	Complete "The Simulation Recognizes..."	Outfit—Roddy Suit	Act 2	60
Obey (Again)	Complete "Obey"	Outfit—CID Suit	Act 2	68
Gateway	During "Zero Cool"	Gateway—East Carver Island	Act 2	69
Obey (One More Time)	Complete "Obey (Again)"	Telekinesis Element—Lightning	Act 2	71
The Pledge	Complete "Zero Cool"	Collectible Finder	Act 2	72
Loyalty—Nytefall	Complete "Zero Cool"	Super Homie—Matt Miller	Act 2	73
White Rabbit	Complete "Gateway"	Gateway—East Stanfield	Act 2	77
The Turn	Complete "The Pledge"	Outfit—Matt Miller Suit	Act 2	78
Loyalty—Girls Night Out	Complete "Back By Popular Demand"	Super Homie—Shaundi	Act 2	79
White Light/White Heat	Complete "White Rabbit"	Gateway—Central Downtown	Act 2	80
The Prestige	Complete "The Turn"	Blast Element—Mind Control	Act 2	84
A Whiter Shade of Pale	Complete "White Light/White Heat"	Gateway—North Downtown	Act 2	85
Something to Prove	Complete "Back By Popular Demand"	Stomp Element—Gravity	Act 2	87
Payback	Complete "Back By Popular Demand"	Weapon—Murderbot Minigun	Act 2	88
Loyalty—Pump Up the Volume	Complete "The Boss Goes to Washington"	Super Homie—Pierce	Act 2	89
White Wedding	Complete "A White Shade of Pale"	Gateway—East New Colvin	Act 2	97
The Solid	Complete "Something to Prove"	Outfit—Fun Shaundi Suit	Act 2	98
Fun Trumps All	Complete "The Boss Goes to Washington"	Weapon—Inflato Ray	Act 2	99
Under Pressure	Complete "Payback"	Vehicles—Cyberspace	Act 2	100
Loyalty—King of the Dance	Complete "King of Stilwater"	Super Homie—Ben King	Act 2	101
Shaundi's List	Complete "The Solid"	Stomp Element—Shrink	Act 2	106
Secret Admirer	Complete "Under Pressure"	Weapon—Murderbot Minethrower	Act 2	107
Loyalty—Training Day	Complete "From Asha with Love"	Super Homie—Asha	Act 2	108
Back to Basics	Complete "Fun Trumps All"	Inflato-Ray Costume	Act 2	110
Ghost Writing	Complete "Emergency Situation"	Buff Element—Freeze	Act 2	111
Embrace the Crazy	Complete "Back to Basics"	Inflato-Ray Upgrade	Act 2	113
Loyalty—SR3 Wrap-Up	Complete "...The Very Next Day"	Super Homie—Johnny Gat	Act 3	125
Three-Count Royale	Complete "From Asha with Love"	Weapon—Energy Sword	Act 3	127
Rising Action	Complete "Ghost Writing"	Outfit—Ben King Suit	Act 3	128
Kill and Let Die	Complete "Three-Count Royale"	Energy Sword Costume	Act 3	131
The Climax	Complete "Rising Action"	Buff Element—Lightning	Act 3	133
Loyalty—The Girl Who Beat Cyrus	Complete "The Girl Who Hates the 50s"	Super Homie—Kinzie	Act 3	132
WWGD	Complete "...The Very Next Day"	Weapon—Singularity Gun	Act 3	136
Saintfinger	Complete "Kill and Let Die"	Weapon—Energy Sword Health	Act 3	137
Closer to 250	Complete "WWGD"	Singularity Gun Ammo Upgrade	Act 3	138
Kill Kill Destroy Kill	Complete "Closer to 250"	Singularity Gun Recharge Upgrade	Act 3	139

PROLOGUE

In an effort to become the heroes the Saints yearn to truly be, the Boss, Shaundi, and Pierce have joined forces with the MI6 counter-intelligence agency to take down one of the world's most wanted terrorists. Little did they know that a far graver threat was just over the horizon...



PURPLE OPS

Kinzie: Cyrus is ready to launch a nuke at Washington. We need to take him out.

ZERO SAINTS THIRTY

OBJECTIVE REWARD

XP	CACHE
N/A	N/A

Thanks to the Boss's gung-ho assault on the enemy vehicles, the squad has managed to infiltrate a secret underground facility. Now it's time for you to take control of this masked Saint. Follow Asha Odekar's orders and proceed up the road to the sounds of the truck in the distance. Sneak up behind the lone terrorist to the right of the truck, and press the Melee attack button to perform a stealth execution.



Move to the highlighted marker and press the Melee attack button to take down the terrorist.

A PROLOGUE OF SORTS

If the first several missions seem a bit unlike the *Saints Row* experience you've come to know and love, fret not. These missions are designed to be part tutorial and part introduction, served up with a heaping portion of parody—see how many references to other videogame franchises you can spot. These short challenges are quick, straightforward, and all but impossible to fail. This changes soon enough, so don't get used to it.

GO TO THE COMM ROOM

The central loading bay is crawling with armed terrorists who are quick to fire on your position. Take cover on either side of the gate, and use the SMG to shoot as many as you can. Aim for their heads for a quick kill whenever possible. Shoot the red and white explosive barrels to detonate them as the enemies run past. This is a great way to blast concealed threats out of cover. Clear the area while Asha focuses on making sense of the incoming radio messages from the primary target—a homegrown American terrorist named Cyrus who has gone overseas to ally himself with another terrorist group.



Shoot the barrels to blow the terrorists out of hiding!

Proceed along the loading dock on the right and past the chain-link gate to the next corridor. Use the Zoom Aim button to focus your aim on your targets, and continue to open fire. Press the Reload button during lulls in the battle to avoid running out of ammo in the midst of a firefight—the Spec Ops SMG carries 40 rounds in the magazine.

Try to ignore the quaking ground as the facility undergoes heavy bombing from friendly forces overhead, and duck into the corridor to the right to bypass the rubble. Asha and Pierce continue through the wreckage, leaving you and Shaundi to attack head on. Open the gate on the left and proceed down the ramp to the large chemical and explosives storage room. Keep to the side of the hall, and don't advance any farther than necessary. Stay as far from the enemies as you can, picking off the first wave of them before you enter the main part of the room.



Shoot the rocket launcher-wielding enemy as soon as he appears on the catwalk.

A second wave of foes enters on the catwalk overhead—take out the terrorist in the center with the rocket launcher immediately! Flank around the cover to the right to stay out of sight of the laser-scoped sniper in the distance. Stay behind cover, dispatch the remaining terrorists on the lower level, then charge up the stairs in the back corner of the room to aid Asha and Pierce.

Move into position near the door to the Comm Room, and press the Action button to open it. Cyrus flees out the back entrance, leaving you to deal with his cronies. Make the most of the dramatic slow-motion effects, and drop each of the enemies with a couple of quick rounds to their heads.



Fight your way to the stairs in the back left corner.

CHASE CYRUS

It's time to chase down the target. Barge through the door on the other side of the room and hold the Sprint button to run across the catwalk to the marker. As "The Boss", you automatically turn to the left, leap off the catwalk, and tackle Cyrus on the lower level. Cyrus is armed with a sizable knife and has the strength to use it. In order to win the battle, you must complete a quick-time event: rapidly tap the buttons and follow the on-screen prompts. Be ready to repeatedly tap the Jump button, followed by the Action button.


Can't be too careful when fighting an ex-pat with a knife!

You struggle with Cyrus until a knife ends up buried in your gut. This gives Cyrus time to reach for his rifle, but not before you get the drop on him—as soon as the Primary Attack button appears on screen, pull the trigger.

GET TO THE MISSILE SILO

You may have succeeded in killing one of the most wanted men in the world, but not before he was able to launch a nuclear missile at Washington, D.C. There's only one thing for a Saint to do: rip that missile a new one! Sprint down the catwalk and turn left to head into the missile silo in time to leap onto the missile as it's being fired.

Use the movement controls to climb up the rocket—press the Jump button when prompted to avoid debris—and rip open the access hatch to yank out the wires. Continue climbing the side of the rocket as it reaches the stratosphere, and extract additional cabling from its guidance system to make the nuke detonate harmlessly in the sky.


Rip wires out of the rocket twice in order to win the Presidency!

HAIL TO THE CHIEF

Kinzie: Thank God for gerrymandering.

THE SAINTS WING

OBJECTIVE REWARD

XP	CACHE
N/A	N/A



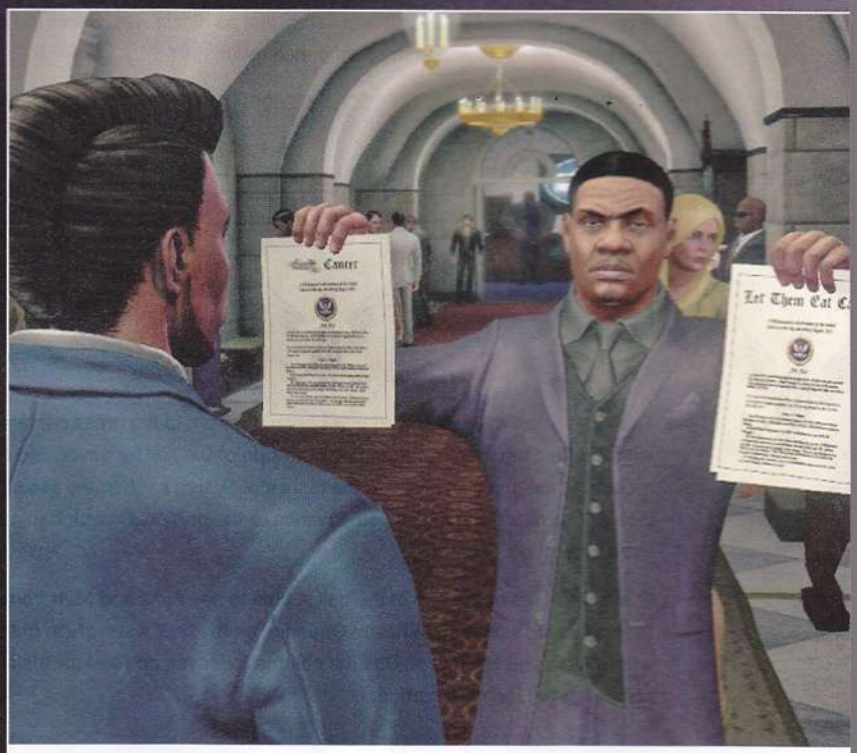
I'm the author of this chapter, and I approve this gesture.

Your selfless effort to keep America safe from a nuclear weapon has won you the adoration of its citizens from coast to coast, ushering the Saints into the White Crib. But before you can get on with the tasks of running the country, you've got to give yourself a look.

Select one of the eight magazine cover photos that most closely resembles how you want the Boss to look (you'll have ample opportunity to completely overhaul your appearance later). Once you've selected a cover, go ahead and use the character customization system to make any desired changes to body, face, hair, makeup, and personality. You can change everything about the Boss, including age, body type, clothing, taunts, and voice. If you need any help, consult the "Personalize Your POTUS" chapter. Don't worry about being locked into a character style forever—you'll have access to numerous plastic surgery clinics, tattoo parlors, and clothing stores soon enough.

GO TO A PRESS CONFERENCE

It's been five years since you thwarted the nuclear attack on Washington, D.C., and the populace has grown tired of your shenanigans. Your approval numbers are at a historic low, the country is in turmoil, and the press is all too excited for a chance to sink their teeth into you for recent comments you've made—something about being a "Patron Saint of America."



The choices you make in the hallway are entirely for fun and have no larger significance.

Proceed down the hallway toward the press conference, stopping as needed to talk with those who need a minute of your time. The decisions you make here regarding cancer, hunger, punching a Senator, and partying at Camp David are inconsequential and are merely included in jest. If it feels good, do it!

The press conference is interrupted before you can even take the podium—an alien by the name of Zinyak leads a space army on an invasion to collect the best and brightest humans to join them. Kinzie is all too eager to sign on and is summarily beamed aboard the ship. The Boss's guards tackle him to the ground for safety until Zinyak teleports back to his mother ship.

GO TO THE OVAL OFFICE

Exit the media room to the hallway on the other side, and shoot the lone alien with the .45 Fletcher handgun you always carry. Follow the markers to the Oval Office to collect the guns kept there, which nets you the Shokolov AR, Deacon 12-Gauge, J7 Rocket Launcher, and SWAT SMG.



A WELL-REGULATED MILITIA

Hold the Inventory button to bring up the Weapon Radial, and use the Left Thumbstick to select a weapon. The gray bar on the lower right-hand side of each weapon shows how much ammo you have remaining for it. It's possible to swap between weapons instantly using the Inventory button.

GO TO THE PORTICO

Keith David waves you down the hall in the direction of the south lawn. Shoulder the assault rifle, and follow after him. A sudden explosion rips through the roof, and Vice President David is quickly beamed up to the mother ship, just as Kinzie was. Shoot the pair of Zin, and continue down the hall and through the conference room.



They might have gotten Keith David, but they're not going to get you!



Switch to the rocket launcher for use against the gang of Zin down the hall.

The lengthy hallway where you first began the walk to the press conference is now crawling with Zin. Use the marble columns on the side of the hall for cover, and fire the rocket launcher's rockets at the group of aliens in the distance. Switch back to the assault rifle or SMG and pick off the remaining Zin as you advance to the portico. Crouch behind cover if needed for extra protection.

Climb the stairs at the end of the hall in time to see Asha and Matt from MI6 get sucked up by the spaceship's extraction beam. Open fire on the final wave of Zin that attacks to the left of where Asha and Matt were. Use the column for cover, and aim for their heads. Enter the room on the left to reach the portico.

DESTROY ALIENS

The Boss calls for the south lawn's defense turret to be activated and quickly climbs aboard. Use the cannons and rockets to destroy the alien ships swooping across the sky. Ignore the massive mother ship high above—your tiny weapons won't even scratch it—and focus on the smaller ships marked with the small red targeting icons. Continue blasting away with both rockets and cannons, comfortable in the knowledge that the enemy ships cannot harm you.

Numerous alien craft attack in groups of two and three until a larger array of these space invaders appears lined up in a row. Open fire, and knock them all out of the sky.



It's been 30 years since a squad of space invaders took this formation.

A mid-sized alien battleship blows the top off the Washington Monument, then doubles back to take out the White House. Line up the targeting reticle on it as it flies straight toward you, and hit it with a relentless barrage of explosives. Keep shooting in an effort to knock it out of the sky.



The red circle around the enemy indicator represents its health meter.

With the battleship grounded, you shoot your way into the cockpit to bring the fight directly to Zinyak. Be ready for a short quick-time sequence where you must use the Movement Controls and Primary Attack button in a fistfight. You can't fail this fight by being slow with the buttons, nor can you defeat Zinyak and win the fight for America.



Man vs. Zin: who will win?

LEAVE IT TO THE SAINTS

Kinzie: This perfect life is brought to you by Friendly Fryer.

A PLEASANT DAY

OBJECTIVE REWARD

XP	CACHE
N/A	N/A



There are no pancakes.

Head downstairs to the kitchen in time for the lovely pancake breakfast awaiting you on the table. Gobble down the pancakes, then head outside to fetch the newspaper. Follow the on-screen button prompts to eat the pancakes and pick up the newspaper once you're outside.

RIDE DOWN MAIN STREET



Turn left onto Main Street, and bask in the knowledge that all of that bunting is for you.

The Sheriff of Steelport soon arrives outside your home in a red convertible known as the Gunslinger. TThe car doesn't behave the way you might expect—seems like it might have a mind of its own—so take it easy on the accelerator and try to avoid the other traffic.

Pull the car over at the corner where the crowd has gathered, and approach the folks near the diner. You'll end up stubbing your toe on the curb, but it won't do any harm.

Approach the marker to have your photo taken, then step into the diner's entrance for your scheduled publicity event. Everyone seems nice enough until they suddenly appear pixelated and distorted—as if they're not really there. You become alarmed and flee to the car. It's time to make a run for it!



HEALTH ORBS

You won't necessarily need a Health Orb because of a stubbed toe, but they'll become very important soon enough. Health Orbs are pale blue "+" icons that you need only run through to heal. Enemies drop these Health Orbs after you defeat them. Collect them to replenish the blue meter that wraps around the top half of your equipped weapon indicator (in this case, a bare hand). That's your health gauge. You'll have plenty of opportunity to upgrade your health abilities later on.

ESCAPE

You're free to drive the town's streets in any direction to get away, but it's best to follow the road you're on as it curves around the corner to the right. Kinzie's voice suddenly appears over the radio just in time to help you make sense of what's going on. She'll instruct you to reach the park straight ahead. Follow the blue waypoint toward the park across the street from a gas station.

The car you're driving suddenly disappears, leaving you on foot with a number of simulated cops racing toward your location. The cops aren't real—none of this is—so put your 9mm Tactical Pistol to use and defend yourself.



The first two cop cars arrive on the street, but the third drives across the park.

Continue shooting cops as they exit their police cruisers. Don't worry about taking cover, since they only attack with one carload full at a time. They'll drop Health Orbs if you need them.

CAUSE MAYHEM



The rocket launcher packs quite a punch. Make sure you're not too close to the target.

Shooting the simulated cops succeeded in breaking the simulation, but only slightly. Kinzie uses her hacking ability to send you a rocket launcher. Approach the cat fountain in the center of the park to instantly equip a rocket launcher with unlimited ammunition. Fire at the cars, pedestrians, and cops to cause as much damage as you can. Dollar values appear, rewarding you for the destruction you cause. This is known as Mayhem. Continue firing the rocket launcher at as many objects and people as possible until you cause $100,000 worth of damage.

KILL THE SHERIFF

Once you've inflicted $100,000 worth of damage, the Sheriff from earlier appears on the scene. He's armed with a pump-action shotgun and an incredible jumping ability that makes him hard to track. Open fire with the rocket launcher, and aim for his legs or the ground in front of him to limit the risk of shooting a rocket harmlessly past him.

You may need to monitor your health meter closely for the first time, since the Sheriff does get some shots in on you. Fortunately, there should be plenty of Health Orbs scattered around from your earlier fallen foes. Continue blasting away with the rocket launcher—the pistol inflicts very little damage on the Sheriff.



Continue firing on the Sheriff as fast as the rocket launcher can reload.

After you've killed the Sheriff, Zinyak appears to pluck you from this ill-suited simulation and place you in one that is a bit more befitting of your nature.

ACT 1: ESCAPING THE ZIN-MATRIX

Zinyak has dropped you in a far more ruthless simulation of Steelport. And though it may look like the city where the Third Street Saints made their living, it is only a simulation. It's important to remember that the rules of the world you once knew—that which we call reality—carry little weight here. Steelport is the creation of Zinyak, merely a simulation designed to cage you. Fortunately, you have Kinzie as your guide.

LEARN THE RULES ...

Kinzie: Let's see how things work here.

FUNDAMENTALS

OBJECTIVE REWARD

XP	CACHE
2,000	2,000

The city is a dangerous place, and you're not only unarmed and on foot, but you're dressed in some seriously whacked-out threads. Kinzie can use the Simulation's radio to help guide you to a few shops that are open, but you're going to need to get a car.

Take a look around at the vehicles driving by, and Sprint toward the one that catches your eye. Press the Action button to kick the driver out of the way and take control of the car. Try performing a hijack while Sprinting to send your character diving into the car, feet-first straight through the window for a Bo-Duke-En bonus! For now, try to pick a car that doesn't have any additional passengers; there will be plenty of time for taking hostages later on!





There's no need to be picky: just take whichever car catches your eye.

GO TO FRIENDLY FIRE

Bring up the HUB menu and access the map to set the GPS for the Friendly Fire gun store. It's the lone marker on the map, located in the Stanfield neighborhood to the northwest. Green dots appear on the map, representing the most direct route. Exit the HUB menu, and start driving.



Follow the GPS clear across Steelport to reach the gun store.

WHEELMAN DIVERSIONS

Long drives across town are a perfect opportunity to earn a little additional XP by racking up strings of Near Miss and Oncoming Lane bonuses by passing other cars at a close distance or by driving on the left side of the road. Be careful to bank your bonus periodically, since crashing resets the combo to zero. The more Near Misses and longer Oncoming Lane strings you get, the bigger the multiplier, and the larger your XP bonus! You can also earn driving bonuses for powerslides, driving on two wheels, and more!

Exit the car, and go inside the gun store. Lucky for you, Kinzie was able to hack in some money for you—1,000 Cache (sounds like cash) in your wallet. Select the Buy/Upgrade Weapons option, and purchase the Heavy SMG and the first level of each of its four upgrades (Accuracy, Clip Size, Damage, and Reload Speed) for a total of 500 Cache. There are plenty of opportunities to pick up a pistol, so purchase the Pump-Action Shotgun and the first-level upgrades for it, as well. Although this leaves you broke for the time being, there's plenty more Cache awaiting you. Additional upgrades in the same category cost a whopping 6,250 Cache, so you'll have to save your pennies if you want to max out any weaponry.



You have just enough Cache to purchase two weapons and four level 1 upgrades for each of them.

Several of the Simulation's cops arrive outside the Friendly Fire shop, and you're going to have to shoot your way past them. Stay inside the store for protection, and strafe in and out of cover near the doorway as you target them with the SWAT SMG. The cops each drop Health Orbs and ammo, as well as a Guardsman AR burst rifle and a Quickshot Pistol, which you can pick up. Free guns! Switch to the shotgun, head out into the street, and blast the few remaining foes at close range.



Stay inside the store and shoot the cops through the doorway to avoid being surrounded.

GO TO THE FLASHPOINT



Crouch behind your vehicle for added cover during Flashpoint firefights.

Hop back in your vehicle before more cops show up, and take off down the road toward the Flashpoint. Kinzie has taken the liberty of setting this next destination on your GPS for you. Follow the blue dotted line on the minimap to the Flashpoint in Brickston. Flashpoints are essentially control points where the Zin exercise their domination over an area. By eliminating all of the Zin at a given Flashpoint, you can effectively take control of an area. Little by little, you'll be able to reclaim Steelport, one neighborhood at a time.

There are typically no more than 10 Zin at a given Flashpoint, but their strength and access to more powerful weaponry increases as you fight your way across the city. For now, simply stick close to your car for cover, and use the burst rifle or SMG to take out the Zin. When ready, switch to the shotgun to charge any stragglers who separate from the pack.


Use the shield for as long as necessary, then press the Melee button to snap the Zin's neck.

Don't hesitate to use the Action button to take a Zin hostage for use as a human, err, alien shield. This works exceptionally well with the shotgun, as you can effectively get much closer to the other Zin with less risk of being shot.

FLASHPOINTS

There are 32 Flashpoints scattered throughout Steelport, with each one rewarding you a bonus of +300 XP and 2000 Cache. The majority of these Flashpoints become available for you to clear on your own during your travels, or you can wait to take them out as directed by the Side Quests. Check your map to track which areas you have yet to clear the Flashpoints for—areas not colored purple are still under alien control.

FLEE TO KINZIE'S


Rolling on rims? Better upgrade that tire durability when you get the chance.

Hop back in the car and make your way to the warehouses on the west edge of the city. Kinzie's safe house is located on the docks to the west of Stanfield. Unfortunately, the safe house is empty. The Zin have removed all signs of the Third Street Saints from the Simulation. Enter the warehouse to complete the objective. This unlocks the Vehicle Delivery ability, where you can save a car to your HUB (and use the Phone in the HUB menu to summon a saved car on command). It also earns you enough XP to Rank up. Use your Cache to purchase upgrades from the HUB menu. For now, consider purchasing the first health upgrade to increase the size of your health meter by 25%. Make sure to leave some Cache in your wallet.



Zinyak erased all evidence of the Third Street Saints, including Kinzie's inner sanctum.

SIDE QUESTS AVAILABLE

The "Customization" Side Quest is now available, along with additional features of your HUB. But you have plenty of time to complete that Side Quest later in Act 1. Although it's best if you first finish the other objectives within the "Learn the Rules..." primary Quest, you're free to tackle these Quests in any order you desire. Simply select a Quest and an objective within the Quest menu to switch targets.

TIME TO INCREASE THE TEMPO

OBJECTIVE REWARD

XP	CACHE
1,000	2,000

Kinzie has located loose bits of code called Data Clusters that appear to have gone unused by the Simulation. She's only able to locate four of them for now but thinks there might be many more of them in the city. She's not sure what good they'll serve, but it can't hurt to collect them.

TRANSFER YOUR CACHE

This is an excellent time to access the Cache section of your HUB menu and make a transfer. Many of the tasks you perform in Steelport earn Cache over time. Consider it a tribute for saving the city from the Zin. Activities, Targets, and store Hacking all earn Cache over time that you must transfer to your Cache once the meter visible in the HUB menu is full. The sooner you remember to transfer the Cache, the faster it can begin accumulating again.

FIND DATA CLUSTER

The Data Clusters that Kinzie has spotted are all located at street level, so climb behind the wheel of the car outside Kinzie's safe house and follow the GPS track she's set toward the first Data Cluster. She wasn't able to pin down the exact location of the Data Cluster but has rigged a proximity meter for you that indicates whether you're getting closer or farther from the target. A red proximity ring appears on the minimap to help you stay within the area known to contain the Data Cluster.



Data Clusters are almost impossible to miss once you know what to look for.

Once you've found the first Data Cluster and know what they look like, finding the next two should be no problem. Hop back in the car and follow the GPS until the proximity meter appears in the upper left-hand corner of the screen. The Data Clusters are located directly on the sidewalk or in parking lots, and you can acquire them without exiting your car—just drive right through them.

While you're busy driving around, Kinzie is hard at work uncovering the potential of these Data Clusters. It turns out that you can use them to reprogram your existence in the Simulation, granting you powers and abilities beyond your wildest imagination. After you've collected the first three Data Clusters, a fourth appears on your minimap. Drive to the marker, grab the Data Cluster, and access the Powers section of the HUB menu.



The fourth Data Cluster is located back to the south, in front of the Boss's old apartment.

READ ALL ABOUT IT!

Hey buddy, wanna make some easy Cache? If so, just take that car of yours and slam into the newspaper vending machines on the street corner, then exit the car and pick up the Cache that drops. You won't get rich this way, but it's a quick and easy way to earn some extra dough. This also works on parking meters!

The four Data Clusters you've found are enough to patch together the Super Sprint and Super Jump powers. Each of these powers have numerous upgrades that you can eventually unlock by finding additional Data Clusters (there are 1,255 in total, available as soon as you complete the upcoming Blazin event). For now, purchase the base level Super Sprint and Super Jump (two Data Clusters each). Data Clusters are essentially the third form of currency used in the game: XP increases your Rank, Cache allows you to purchase weapons, clothes, and abilities, and Data Clusters are used to upgrade powers.



Super Sprint lets you run faster than a speeding locomotive, and Super Jump helps you leap tall buildings in a, well, you get the idea…

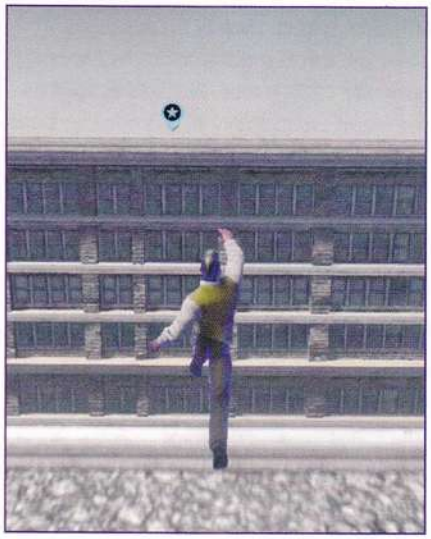
COMPLETE TRAINING

You're not going to learn Kung Fu, but this training program *does* allow you to practice using your newfound Super Sprint and Super Jump abilities. Follow Kinzie's instructions, and experiment with using Super Jump to leap to different heights. Tap the Jump button for a smaller leap, and hold the Jump button to charge a Super Jump. To Wall Jump, simply charge a Super Jump while holding against the side of a building, and release the Jump button as you begin to fall. Using this technique, it's possible to chain dozens of jumps together and essentially jump up the side of a skyscraper!



Begin charging the Wall Jump while in the air from the previous Super Jump, then release the button as you begin to fall.

Kinzie pushed the buildings farther apart for the second stage of the training program. Now you need to use Super Sprint and Super Jump together. Hold the Sprint button to dash toward the edge of the building, then press the Jump button to leap the gap. You won't need to make a Super Jump for the first gap, but you'll need to simultaneously charge a Super Jump while Super Sprinting to clear the second and third gaps.



DON'T BONK!

The white meter just inside the blue line representing your health is the Stamina meter. Stamina drains the longer you use Super Sprint (upgrades for this are available), but it doesn't drain as you Wall Jump or Super Jump. Be mindful of how much Stamina you have while Super Sprinting (or Gliding) across town to avoid running out at an inopportune time. You will not run out of Stamina during Blazin or Speed Rift challenges.

COMPLETE THE BLAZIN ACTIVITY



Blazin is just one of the many types of Activities scattered throughout Steelport. This particular Blazin event is the easiest of the lot and designed to introduce you to the event, and it reflects the fact that you have only the basic Super Sprint and Super Jump powers without any upgraded abilities like Air Dash or Glide. All of the Activities are covered in detail in the "Going for Gold" section of this book.

The rules of Blazin are simple: continue Sprinting through checkpoints to follow the course and gain additional time. Run through the green Super Boost Orbs to gain additional speed while avoiding the red firewalls, which cause a time penalty and slow you down. Watch for the black and yellow arrows, indicating that it's time to jump. Charge a Super Jump whenever you see these arrows and be ready to fly, sometimes up the side of a building!



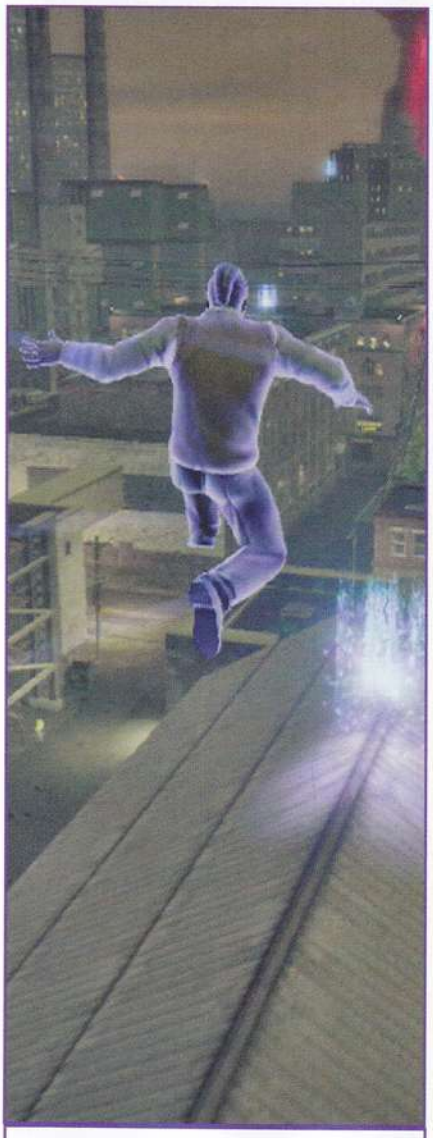
Collect the green Super Boost Orbs and begin charging a Super Jump as soon as you see the arrows in the distance.

You need only complete the course before time runs out to earn a bronze medal, and you can always return to a given Activity and replay it later on, even if you've already earned a gold medal on it. Completing Activities is a great way to earn additional Cache, though you can only receive the XP award once. This particular course is very straightforward through the first four checkpoints. Charge your Super Jump approaching the arrows near the fourth checkpoint, and fly through the air on an angle toward the left-hand corner of the church so as to land with a straight path to the right of the house near the next Super Boost Orb. Continue toward the next jump, and leap up and over the rooftops to the left. Finish by Wall Jumping up the side of the taller building in the distance.



Charge your Super Jump long enough to clear the first building and land atop the one with the checkpoint.

Now that you've completed your first Blazin event, there are many other Blazin instances available throughout the city. You can even immediately attempt this one again to earn more XP and Cache if you didn't get the gold medal on your first try. Completing these Activities is a great way to see the city, earn additional Cache, and collect Data Clusters.



SIDE QUEST: CUSTOMIZATION

UNLOCKED DURING "LEARN THE RULES..." PRIMARY QUEST.

- Purchase new clothing.
- Upgrade a car.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,000	2,500	Weapon—Violator

SHOP AT PLANET ZIN



Use your newfound powers to begin collecting the Data Clusters en route to the Planet Zin clothing shop in Salander. You're free to pick any clothing items you want—and you don't need to purchase more than one item to complete the objective—but it's worth spending some Cache on clothing for the XP rewarded. Peruse the various outfits and consider buying a few new accessories for small XP gains. Not every piece of clothing yields an XP bonus, so pay attention. One of the best ways to earn some XP, gain some stylish duds, and satisfy the mission objective is to purchase the South Beach outfit for 190 Cache. This outfit earns you 19 XP and is perfect for the laid-back gangster. Other outfits, such as Zero Saints Thirty and Preppy Slouch, can earn you even more XP, even though these come at a larger expense.

TAKE A VEHICLE TO RIM JOBS



Now that you've got some new clothes, it's time to pimp, err, upgrade your ride. Take a moment to wait for a sports car or something a bit more desirable to drive by, then move in for the hijack. With any luck, a Temptress, Pacemaker, or Sovereign will roll past Planet Zin as you exit the store. You won't be able to upgrade your car if your Notoriety meter is active, so try to drive carefully and elude the police or Zin if they start pursuing you. Once safely inside Rim Jobs, you'll have the chance to upgrade the performance of the car along with its styling, paint job, and wheels and tires. You can always come back for additional upgrades to torque or frame durability. For now, consider purchasing the first level upgrades to tire durability and reinforced bumper (200 Cache each), along with any appearance changes you want to make. Changes to the body style and color, spoilers, and wheels are purely cosmetic but help your car stand out when playing with friends. Make these purchases at your discretion. Exit Rim Jobs to complete the Side Quest, and hold Down on the d-pad to add the car to the Vehicle Delivery system so you can gain access to it in its current form whenever you want via the Phone.

OOH... SHINY!

Steelport is now populated with 1,255 Data Clusters, not including the four you already found. Use your new super powers to scavenge for them as you crisscross the city from one objective to the next. Sure, hijacking a car and slapping some upgrades on it is fun, but there's very little reason to drive except when you have to. And you're unlikely to find many Data Clusters behind the wheel of a car.

LEARN TO DAMAGE THE ALIEN PRESENCE

OBJECTIVE REWARD

XP	CACHE
1,000	2,000

Kinzie managed to identify a nearby maintenance structure, also known as a Hot Spot, but it's protected by a series of shield generators. You're going to have to take out each generator in order to access the central service point—fend off the Zin and destroy the central service point to take control of an area! Hot Spots have been scattered throughout Steelport and are covered in more detail in the "Going for Gold" chapter. Take them offline to earn XP and Cache.



SO. MANY. COLLECTIBLES.

Data Clusters aren't the only thing to collect in Steelport. Far from it! There are also Zinyak Statues, Text Adventures, and Audio Logs. The first Audio Log is located near the fountain in the park across the street from Planet Zin. Another great reason *not* to drive a car in Steelport.

GO TO THE HOT SPOT

Don't let the massive red shield distract you from the work that needs to be done: you've got to take out those generators! Leap to the roof of the building directly east of the massive spherical shield to find the first of two generators. Open fire on the five Zin standing guard, then approach the generator and hold the Action button to punch into the machine and rip the power cables out.

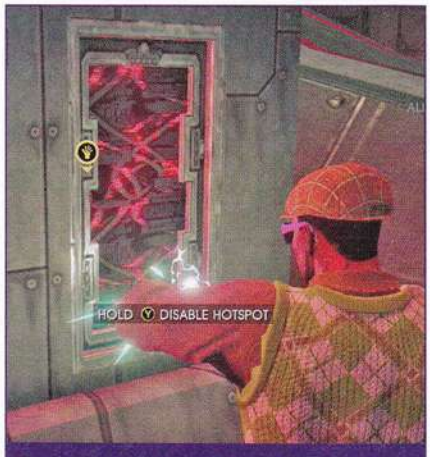


Just reach in and rip those cables out.

Disabling the first generator raises your Notoriety considerably, but you needn't worry about that just yet. Make your way around the dock to the parking lot south of the shield to find the second generator and disable it, as well. Some Hot Spots have three generators, but this one only has two. Now that they're both disabled, you can approach the well-guarded central service point. Snipe the un-shielded enemies, then use your shotgun or melee attacks to thwart any foes carrying the ZTek Force Shields. After you've cleared the area of Zin, pummel the device into disrepair.



The Hot Spot's weak point is the central panel that resembles the ones on the side of the generator.



The Hot Spot's weak point is the central panel that resembles the ones on the side of the generator.

BLUE LIGHT SPECIAL

The red glow of a Zin-controlled Hot Spot (or Tower, or other alien target) changes to blue once you've taken control of it. This is your guide to know which targets on the horizon are yours and which are still under Zin control.

KILL WARDEN



The first of Zin's army of Wardens appears at the Hot Spot immediately after you disable it. The Wardens exist to torment you, to harass you, and to ensure that you don't go misbehaving inside the Simulation. Wardens have hulking muscles and razor-sharp claws. They tend to keep their distance and either attack with their wrist-mounted lasers or their alien plasma ball attack, the latter of which you can see them charging up. You can avoid both attacks by running out of the way, perpendicular to their position.

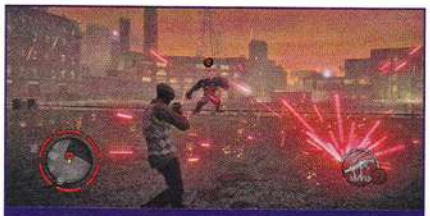


Aim for the head, and try to keep your distance so you have more time to dodge the Warden's attacks.



The large red fireball is your cue to start running!

Wardens do jump around a lot, and it's important to watch how high they leap and whether or not they're leaping toward your position. Wardens sometimes hop slightly into the air and perform a heavy ground pound attack at close range, inflicting damage and knocking you backwards. Keep your distance from the Warden, continue firing with your SMG (or your shotgun, if close enough), and watch its health gauge to know when you've almost defeated it. A prompt eventually appears, signaling that it's time to dive into the Warden to consume its power from within. Follow the Quick Time Event buttons when the prompts flash on the screen.



Sidestep the Warden's wrist-mounted lasers and finish it off with a headshot.

COMPLETE FREEZE BLAST TRAINING



The basic Freeze Blast explosion is large enough to freeze multiple enemies at once.

Defeating the Warden gains you the Blast ability with the Freeze element. Now you can use this power to freeze enemies into temporary blocks of ice, ready to be shattered with your guns, Super Sprint, and melee attacks. Select the Freeze Blast ability by tapping Left on the d-pad, and watch the purple meter in the lower right-hand corner charge up around the Freeze Blast icon. This lets you know that the ability is ready to be used. Aim the crosshairs at the enemies Kinzie spawns into the training area, and fire the Freeze Blast at them. Use your equipped weapon to get a Shatter Kill after they've been frozen.

Continue using Freeze Blast and your shotgun or other weapon to shatter all of the groups of Zin that Kinzie spawns into the area. You'll then be given the chance to freeze a UFO. Frozen vehicles lose control and crash, allowing you to take out the dangerous alien UFOs with a single Freeze Blast! Just make sure to avoid their explosive landing.



Freeze Blast can knock a UFO out of the sky, but you better not be standing beneath it!

The next aspect of the Freeze Blast training that you need to understand is how it helps in collecting Data Clusters. Some Data Clusters have taken the form of orbs stuck inside a wall or other surface. Use the Freeze Blast ability to break the orbs free for collection.



Hitting a Warden with Blast disables its shield and makes it vulnerable to weapon fire.

The final step in completing this training session is to defeat a Shielded Warden. The Warden's yellow shimmer is your cue that it has a shield that negates all damage. Fortunately, Wardens can be frozen, and their shields don't work when frozen. Hit the Warden with Freeze Blast, then open fire with your guns. It won't shatter from a single shot like standard Zin, but it takes far more damage while frozen than it would otherwise.

NINJA REFLEXES



Kinzie managed to alter your code so you can recover when being knocked backwards from an explosion or a Warden's ground pound shockwave. Press the Jump button while airborne to recover and land on your feet. Look for additional upgrades to your Ninja Reflexes ability as you Rank up.

SIDE QUEST: SIMULATED INSTRUCTION

UNLOCKED DURING "LEARN THE RULES..." PRIMARY QUEST.

- Explore the Tower
- Simulated Fraud
- This Tank's For You

SIDE QUEST REWARD

XP	CACHE	OTHER
6,500	13,500	Weapon—Semi-Auto Shotgun

REACH THE TOP OF THE TOWER



This Side Quest introduces you to the first of five sky-scraping Towers that exist in Steelport. Begin the ascent by locating the lowest of the red-lit platforms and Super Jumping onto it. Proceed from platform to platform, often spiraling around the base of the Tower, until your only option is to leap onto the Tower itself. Wall Jump up the side of the Tower, collecting the Data Clusters as you go, until another series of platforms are within reach.

Access the Warp Points that serve as checkpoints on the Tower—you can immediately return to the highest Warp Point should you fall (look for a platform at ground level in the pit beneath the Tower). You'll need to Super Sprint and leap across to sloped ramps that lead through tunnels within the Tower. Don't bypass these tunnels by Wall Jumping, as they often contain numerous Data Clusters. The Tower is far taller than you're likely to expect, so just keep on climbing. The top of the Tower has a single antenna-like platform that you must leap to. You can read more about Towers in the "Going for Gold" chapter.

GO TO THE FRAUD START



Fraud events provide a chance to break the rules of the Simulation—and the bones in your body—by purposely crashing into as many vehicles, walls, billboards, and other objects as you can. The longer your combo, the more Cache you accumulate in damages. Simply run into a vehicle or leap into a wall and press the Zoom or Primary Attack buttons to go limp like a ragdoll and begin a combo. Maintain the ragdoll pose and use the Movement Controls to steer the body with a technique called Aftertouch. Try to bounce from vehicle to vehicle in one successive chain to gain as much Fraud Cache as you can.

The key to scoring the most points is to make your way to the highlighted area on the minimap and perform several crashes in this area to build the Adrenaline meter. Once the meter is full, you'll be able to use Adrenaline to fuel lengthier combos, inflict more bodily harm to yourself, and earn higher medals. The bonus area reactivates after a while, so watch the minimap for a blue icon to appear and refill that Adrenaline meter! For this particular Fraud event, use Super Jump to reach the elevated highway. The highway has far more traffic on it, providing a chance to string together combos worth 300,000 Cache or more! Use Aftertouch to bounce off the hoods of as many cars in a single combo as you can for the most points. Read more about the four Fraud events in the "Going for Gold" chapter.



GO TO TANK MAYHEM

Tank Mayhem events give you a chance to use alien technology—the Destructor hover tank to be precise—to deal as much damage as you possibly can. Drive the Destructor around the area while firing the plasma cannon and main rocket turret as often as you can to build up a combo. The plasma cannon never overheats, so you can fire it continuously throughout the duration of the Activity. Aim the plasma cannon at windows, cars, pedestrians, and signage to keep the combo going. This makes it possible to string together multiple High Value Targets for greater scoring bonuses.

As soon as the event begins, access the map to see where the High Value Targets (HVTs) are in relation to your current position. For this Tank Mayhem event, make an immediate right-hand turn to reach the first group of HVTs. Keep your eyes peeled for tanks and police vehicles, since they are also worth a lot of Cache. Proceed one block down, turn right to drive up and over the grassy hill, and then make another right to loop back to the northeast corner of the area to find multiple additional HVTs. You might not have enough time to reach them all, so it's important to quickly settle on a route that takes you past the most valuable targets. There are also plenty of unmarked targets to shoot at, so just keep firing and don't stop until the time runs out.

THE ESCAPE

Kinzie: We need to get back to Earth.

BREAK OUT OF THE SIMULATION

OBJECTIVE REWARD

XP	CACHE
1,000	2,000

Kinzie has found a way to help you escape the Simulation and return to your real body. She was able to open a door that allows you to essentially escape the Simulation and awaken inside your own body, in the human storage area where Zinyak has had you and all of the other captured humans placed. Kinzie then severs your connection to the Zin-Matrix and picks you up so that you can reunite with her in the real world.

GO TO THE EXIT

Follow the GPS on-foot toward the location Kinzie marked on your minimap. Take this time to collect as many Data Clusters as you can en route. It's not out of the ordinary to acquire more than 120 Data Clusters by the time you reach the exit. Use these Data Clusters to improve your jump height and to acquire the Glide and Wall Sprint powers if you hadn't already. The door you seek in located in Loren Square, in the center of Downtown.



They say flying is safer than driving. Faster, too!

Try the blue door on the roof several times to then be shown a far more extraordinary door to the right. Step through the door to wake up in a stasis chamber moments before being unceremoniously flushed onto the floor. Guide your dizzy, nauseous, and naked self through the doors and down the hall to the next door. Be ready to press the Primary Attack button to disarm the Zin that attacks during the quick-time event. This garners you the Dominator alien rifle and jolts you out of your state of confusion.



Disarm the alien guard to take his Dominator rifle, and continue up the stairs to the left.

Advance up the stairs in the distance and snipe the two Zin in the hallway. The Dominator has a wealth of ammo and can be fired semi-automatically without overheating. It's also possible to hold the trigger for a slightly faster rate of fire, but the weapon overheats and is less accurate in this manner. The aliens also drop the Xenoblaster SMG, a faster, less powerful weapon that overheats far more rapidly. Stick with the Dominator to earn as many Head Shot XP bonuses as possible.



Don't worry about running out of enemy ammo, since every alien will drop a Dominator or Xenoblaster.

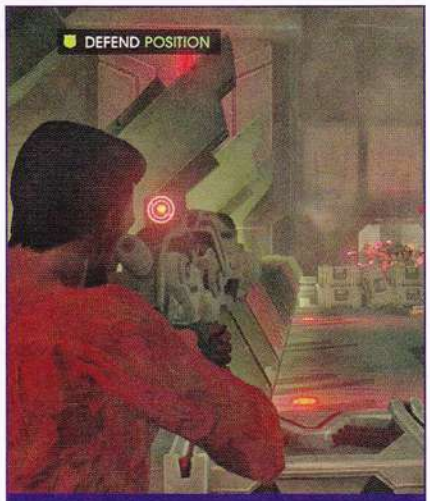


Fight your way across the bridge at the top of the second set of stairs and onward to the dock.

Push ahead using the Dominator and Xenoblaster, and battle your way outside to the landing dock where two additional Zin await. Finish them off, and run to the end of the dock to await Kinzie.

DEFEND YOUR POSITION

Not only is Kinzie running late, but an army of countless Zin is heading your way. Take cover behind the crates, and use the Dominator to pick off as many as you can. You can't hold them off forever, so just take this opportunity to focus on earning Head Shot bonuses and as much XP as you can.



Head shot! Head shot! Head shot!

Just as it seems you might have succeeded in pushing the Zin back, a second wave that is much larger attacks. This second wave contains several Zin with glowing ZTek Force Shields. Continue sniping with the Dominator until the shielded Zin get too close, then switch to the Xenoblaster and open fire on their feet or hands. This causes the Zin to recoil and briefly lower the shield, creating an opportunity for you to shoot them. Stay behind cover, and continue to defend your position until Kinzie arrives in her spaceship.

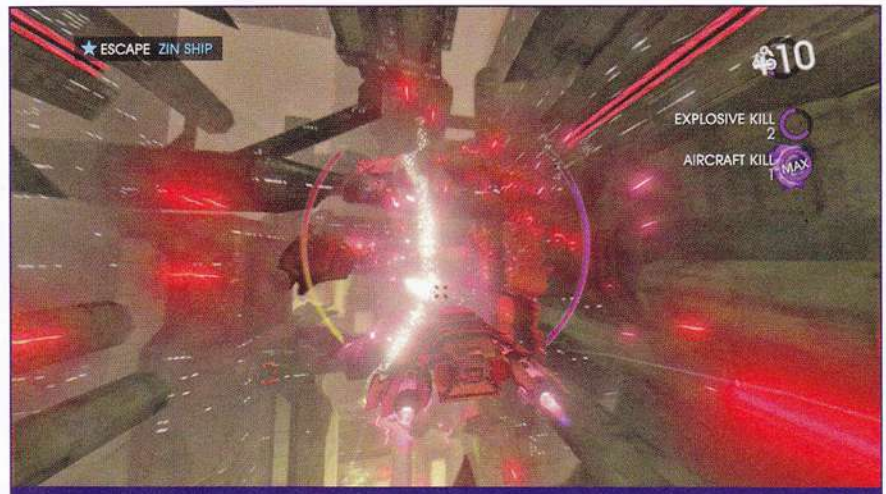
COOLING DOWN ALIEN WEAPONRY

Hold the Reload button to increase the speed of the cooldown when using alien weapons. These weapons don't ever need to be reloaded, but they can be manually cooled off to get you back into the action that much faster.

ESCAPE THE ZIN SHIP

Once aboard the ship, Kinzie hands over control so you can fly the group to safety. Use the Left and Right Roll buttons to tilt the ship on an angle as you steer it through the course. You won't need to navigate, but you must steer to avoid obstacles while occasionally firing at enemy aircraft. The two meters on the screen represent the ship's integrity (left) and the laser's energy supply (right), the latter of which recharges when you're not firing.

Tilt the ship as you fly through the angled channel shortly after the music begins to play. Fly over or below the horizontal beams, and watch as the ship dives toward a channel with a spinning obstacle. Stay low and to the right to fly through the opening as it comes into position, then return to the center and hold her steady as you fly through the narrow slot.



Open fire on the enemy aircraft for small XP bonuses during the escape.



Anticipate the gap in the rotating obstacles, and steer through it.

Blast the next string of aircraft out of the air to gain additional XP. The ship can only withstand the slightest bump, so don't take any unnecessary risks when flying, as the Near Miss bonuses aren't worth risking a crash. Pilot the craft through two additional spinning obstacles, then carefully steer over and under the series of platforms in the distance. The walls start to close in around you just before the exit. Keep the ship tilted vertically to avoid being crushed, and continue to safety.



Hold a vertical tilt to avoid the walls as they close in around you.



KEITH DAVID, VICE PRESIDENT

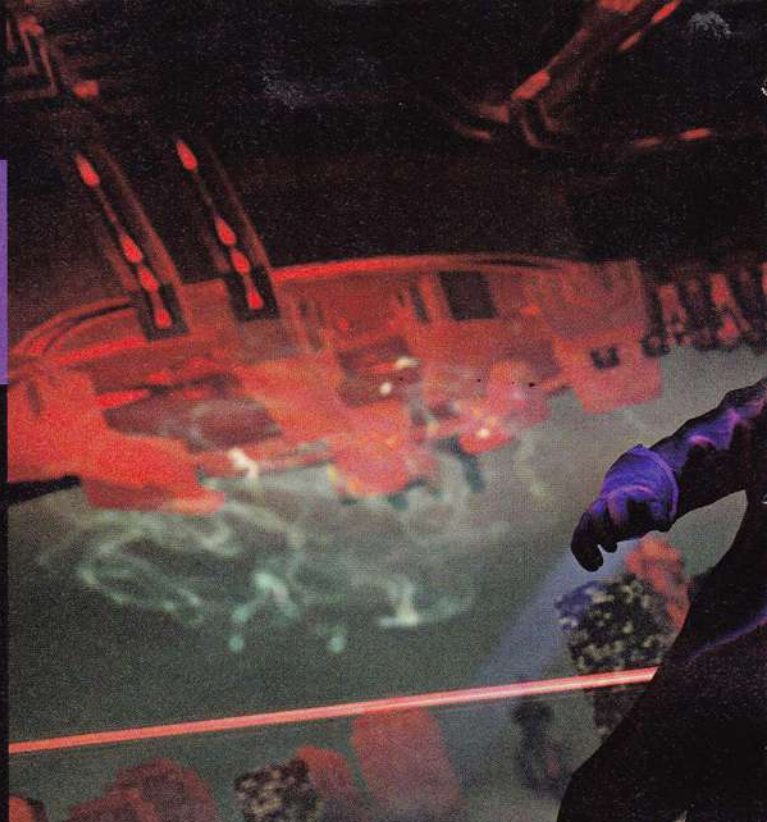
Having conquered stage and screen as an award-winning actor, Keith David went looking for new challenges. He found plenty when he signed on as the Boss's running mate. He helped secure the votes of the key thespian demographic and continues to serve his country as a level-headed counterpart to the sometimes misunderstood President.



KINZIE KENSINGTON, PRESS SECRETARY

The misanthropic former FBI agent may seem an odd choice to interact with the media, but Kinzie's genius-level problem solving and natural savvy come in handy when selling the President's controversial policies to the press.

ACT 2:
A SAINTS REUNION



Kinzie helped you escape the Zin-Matrix, only to see all of planet Earth destroyed before your very eyes. Zinyak's ruthless attack on unsuspecting humanity didn't beat the Saints into submission, however; it made them extremely angry. Now, fueled by seven billion lives worth avenging, you head back into the Simulation to cause further disruption, to reunite with the rest of your Homies, and to bring Zinyak to his knees.

BREAKING THE LAW

Kinzie: There are lots of ways to disrupt the Simulation.

TAKE OVER A STORE

OBJECTIVE REWARD

XP	CACHE
1,500	3,000

The only way you'll ever be able to topple Zinyak is to gradually take over all of Steelport. Use the map to pinpoint the red alien targets (Flashpoints, Towers, Hot Spots, etc.), and take control of the area by eliminating all hostiles. Doing so colors the immediate area purple on your map. Your goal is to gradually turn the entire map of Steelport into one sprawling purple-colored area where no alien constructs remain. Kinzie is going to help you learn a few additional ways to disrupt the Simulation and gain control.

GATEWAY FUNCTIONS

Gateways aren't just for transitioning between the ship and the Simulation. Use the Gateway to customize your gang's appearance, access your garage, select which weapons you want to equip, or even alter your wardrobe. For example, use the Gateway to equip the Semi-Auto Shotgun and Tentacle Bat you unlocked in the previous Act.

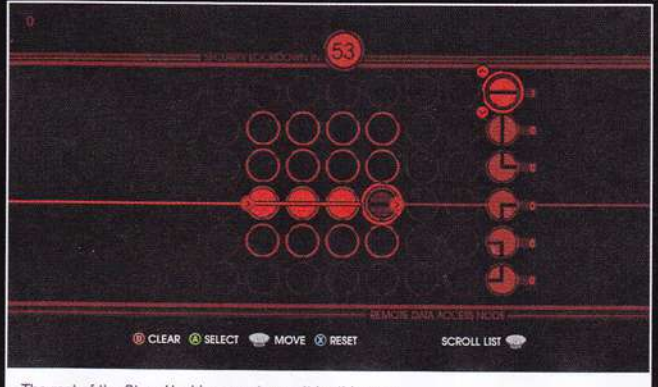
GO TO PLANET ZIN

Proceed in a southeasterly direction to the store marked on the GPS, located in the Yearwood neighborhood. Collect as many Data Clusters as you can along the way. Unlike the first store you visited after being dropped into the Simulation, you don't own this one—you're going to have to Hack it. Hacking stores is yet another way to disrupt the Simulation.

HACKING THE SIMULATION

Hack a store by connecting the data access circuit from left to right (or right to left) using the Hacking Nodes available on the right-hand column before time runs out. There is no penalty for failure, and the solutions are not randomized. Each store is linked to a specific Hacking puzzle. Consult the "Going for Gold" chapter for a complete guide to all 34 Hacking solutions.

This first Hacking puzzle couldn't be easier. With 60 seconds on the clock and only four horizontal nodes to place in a straight line, completing this puzzle requires little more than tapping the Confirm button four times in a row. This puts the only available Hacking Node in place. Use the Movement Controls to select the next space in the circuit, and use the nodes to connect a straight line from left to right.



The rest of the Store Hacking events won't be this easy.

Hacking the store tripped an alarm, and numerous police arrive on the scene (this won't always happen). Kinzie wants you to stay and fight to see how their reaction protocols handle it. Take cover inside the store (or behind a car), and start sniping the police with an alien rifle or other weapon. Pick off a few of the cops, then run outside, hit a group with a Freeze Blast, and go for the Shatter Kill. Continue attacking the police with Freeze Blast and your preferred weaponry, and be sure to grab any Health Orbs or weapons and ammo that get dropped.



I said freeze!

The cops just keep on coming, so stay on the move and keep your health topped off. Your Notoriety meter eventually moves to level 3, at which time the cops transform into Zin, and Portals appear over the street. Continue to freeze and shatter the Zin. It's also worth using Super Sprint to smash through cop cars and perform Superpowered Beatdowns for additional XP. Zin access Portals appear next. Switch to a powerful weapon like a Pump-Action Shotgun or SWAT SMG, and open fire on the shining red orb to destroy it. If left undisturbed, these access Portals will continue to spawn Zin.



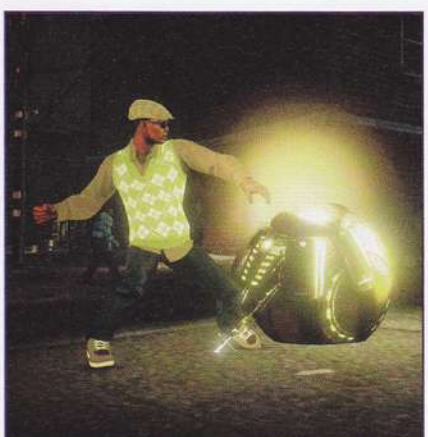
Destroy these access Portals quickly, or you'll have even more Zin to deal with.

THE NOTORIOUS CID

Destroying the golden orb known as a Command CID instantly eliminates your Notoriety and returns the threat level to zero. These golden orbs appear on the minimap and provide you with an easy way of wiping your Notoriety. Just chase them down!

Kinzie soon notices a nearby Command CID that she believes controls the Zin response to your repeated Simulation offenses. Super Sprint down the road to the south to pursue the golden orb as it tries to hover away from you, and press the Interact button to snatch it when prompted. Not only does this eliminate your Notoriety, but it also earns you +100 XP for each Golden CID Kill.





Super Sprint after the Command CID, then slam it into the ground to destroy it.

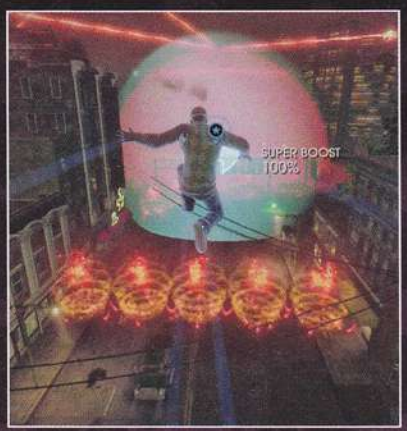
SIDE QUEST: CAMPAIGN TRAIL OF DESTRUCTION

- Meet Keith on the ship.
- Race through the system.
- Disrupt the system.
- Clear out Zin troops.
- Ascend the Tower.
- Assassinate rogue program.
- Meet Keith on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
7,000	15,500	Weapon—Dubstep Gun

MEET KEITH ON THE SHIP



Keith wants to see you back on the ship, so you're going to have to travel back across town to the Gateway in Brickston. Once there, take a moment to inspect the Gateway features and change your equipped weapons if you haven't done so already. Go through the door to find Keith near the railing, and speak to him. He thinks you can use some of the tactics you used on the campaign trail to thwart the Zin. It sounds odd, but it just might work.

COMPLETE A RACE

Return to the Simulation and proceed across the river to Yearwood to participate in the next Blazin event. This is Blazin #2, described in the "Going for Gold" section of this guide. It's rated as an easy race and features 11 checkpoints. It gets pretty twisty in the middle of the course: be ready for a quick right turn following checkpoints 4 and 5 to slip into the narrow alleyway. Follow the railroad tracks after checkpoint 8, and be ready to Super Jump after checkpoint 9. Glide through the air to clear the second firewall en route to the next checkpoint.

DISRUPT THE SYSTEM



Travel east across town to the Broken Shillelagh, and participate in the Mayhem event outside its door. Similar to the Tank Mayhem Activity you participated in previously, this one asks you to inflict as much damage as you can in 2:30 using the Black Hole Launcher. This device fires a black hole a short distance away that then sucks everything nearby into it. Watch as cars, pedestrians, signs, and even stoplights get pulled into the vacuum of space. As with the Tank Mayhem event, the trick is to maintain your combo and to avoid being pulled into the black hole yourself. A few black holes can quickly consume all of the valid targets in area, so keep your combo alive by maintaining a steady march down the road to the north. Fire the Black Hole Launcher as rapidly as you can at an angle across the street so that you're never pulled into it. Watch the minimap for police coming up behind you, and turn and fire a black hole at them as you proceed along the road. The Black Hole Launcher's black holes suck up everything nearby for three seconds before exploding. Read more about Mayhem events in the "Going for Gold" chapter.

CLEAR ZIN TROOPS

Keith wants you to tackle another Flashpoint, with this one located in Bridgeport, just south of the Tower. All of the Zin are located on the ground, inside a wooden picket fence. Stand on the street, leap into the air, and hit them with a Freeze Blast attack to freeze the lot of them in ice. Launch your attack from outside the fenced area, watch for the Blast to recharge, then hit them again. Finish them off with the Semi-Auto Shotgun and Freeze Blast, or move in with the Tentacle Bat to really have some fun clearing the Flashpoint.



ASCEND THE TOWER

This Tower is located in The Grove and contains 26 Data Clusters en route to the top. It's very similar to the first Tower you climbed, but it does have one or two narrower ledges that can be more challenging to land on. Regardless, it's a relatively straightforward climb and doesn't require much Wall Sprinting or any Gliding, though increased Super Jump height certainly helps. This is Tower #2 in the "Going for Gold" chapter.



GO TO THE LOCATION

There's an imposter on the loose—Old Player—and he's got a number of decoys along with him. Head to the marked area on the map to initiate the Security Deletion event. Three target icons soon appear, potentially luring you off in different directions toward what look to be identical targets. Pick one to pursue, shoot the target, and see what happens. Decoys die instantly. Shoot them for the Health Orbs they drop. The true target is far more difficult to kill and fights back. Use Freeze Blast to soften him up, and open fire with your most potent weapon for the Shatter Kill. Quick melee bashes are also useful against the target. The police might eventually arrive on the scene, but you can ignore them until after you assassinate your main foe. Continue to use your Blast attack and firearms to eliminate the target.



MEET KEITH ON THE SHIP

You've completed another round of Activities, and it's time to collect your reward. Head back to the Gateway and meet Keith on the ship to collect your XP, Cache, and the Dubstep Gun. The Dubstep Gun forces everyone and everything (cars included) to dance their faces off when hit with the deadly beats. Hold the trigger to keep the tunes streaming for hilarious results. This weapon works particularly well against enemies who are on fire.

SIDE QUEST: POWER PLAY

- Meet Kinzie on the ship.
- Initialize Brickston Virus Injection.
- Hack the local Friendly Fire.
- Hack the local Rim Jobs.
- Assassinate rogue program.
- Disrupt the system.
- Clear out Zin troops.
- Initialize Virus Injection.
- Meet Kinzie on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,700	12,000	Blast—Damage

MEET KINZIE ON THE SHIP

Use the Gateway to exit the Simulation and return to the ship. Kinzie can be a bit trickier to find on board than Keith David. Descend the stairs to the lower deck and continue on to find Kinzie. If you reach the lounge with the music playing, you went the wrong way. Kinzie is going to give you a series of objectives designed to create a stable area inside the Simulation. In other words, you're about to take complete control of a neighborhood!



UPLOAD A VIRUS

Make your way around the large church near the Gateway in Brickston to the indicator marking the start of the Virus Injection event. Virus Injection events force you to survive against waves of enemies while Kinzie uploads malicious code into the Simulation. This particular Virus Injection contains just one wave of 24 enemies. Stay within the immediate area, and use any means necessary to defend yourself from the gang of attackers arriving on motorcycles. Use your Freeze Blast attacks to weaken the gang members and make them susceptible to increased damage. Melee attacks, whether from the Tentacle Bat or Superpowered Beatdown attacks, also work quite well. Stay on the move and continue picking up all of the Health Orbs that are dropped to keep your health topped off. Remember that only targets marked on the minimap in red count toward the kill tally: killing citizens does not count, although they drop Health Orbs. Any enemy Portals that appear during the battle disappear as soon as the event is over; you can ignore them.



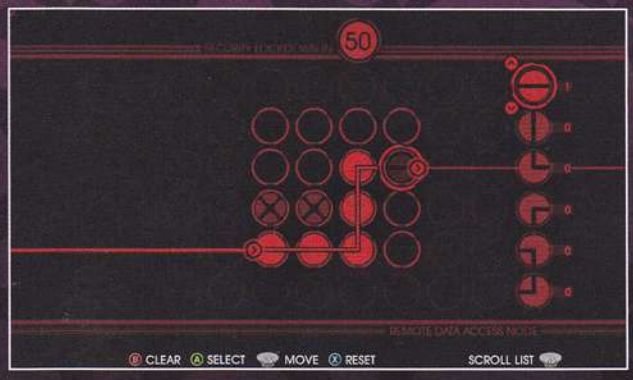


HACK FRIENDLY FIRE

Head to the southern edge of Brickston to the Friendly Fire gun shop, and Hack the store to take further control of the neighborhood. This is another straightforward Hack, as you need to simply connect two horizontal pieces, then a turn upwards, a turn to the right, and a final horizontal piece. This Store Hacking event is Hack #2 in the "Going for Gold" chapter. Spend some of the Cache you've been earning in the store on weapons upgrades and additional ammo. It's a good idea to spend some Cache on clip size and reload speed upgrades for the Semi-Auto Shotgun.

HACK RIM JOBS

The local Rim Jobs is located just a couple blocks to the northwest of the Friendly Fire. Once again, you have 60 seconds in which to Hack the store. This particular Hack is very similar to the previous one, though there are two circuits that have been blocked—you cannot utilize those with the large "X" inside. Head from left to right using two horizontal nodes, then turn upwards for two nodes before turning right to solve the puzzle. Take this opportunity to purchase some additional performance upgrades for any saved cars you have.



GO TO THE LOCATION

It's time to eliminate the Flush Subroutine and delete the invalid mesh. You'll actually be assisting the Simulation in this regard by destroying an enemy whose simulated skin has taken the form of a toilet, a rifle-toting toilet at that! Drive north from Rim Jobs to the outskirts of the Brickston 'hood, and look for the target. Attack the target with Freeze Blast, then open fire. If it instantly shatters, you'll know it's a decoy. If not, you'll have a fight on your hands with a ferocious John. Beware, as the toilet fights like a Warden and can use Telekinesis to hurl lampposts and cars at you! Stay on the move, Super Sprint to avoid any charged projectile blasts, then leap out of the way of its hurled objects.



DISRUPT THE SYSTEM



Are you ready for another Mayhem event? This Activity gives you 3:00 with an alien plasma cannon to deal as much damage as possible. The plasma cannon has unlimited ammunition, but you must hold the trigger down until the weapon's projectile is fully charged. Once you release the trigger, the weapon fires. This is a more difficult Mayhem event than the previous one, and you're going to have to monitor your combo closely. Try to keep it active with attacks on cars and pedestrians while you wait for a tank to arrive. Avoid killing a tank when the combo is low, as you'll need the extra points from a higher combo. Additionally, don't waste your time shooting at helicopters with the plasma cannon, as the projectiles are far too slow and take too long to warm up to hit it. There's no one place that you need to head in order to score the required points. Instead, just stay on the move and keep roaming the streets within the area. Head west, then make a turn and continue weaving up and down the side streets of this neighborhood, while making sure not to leave the designated area. The most important thing is to remain on the move—waiting for cars to come to you is a recipe for failure.

CLEAR ZIN TROOPS

Kinzie has marked a nearby Flashpoint on your map. This is one of the only two remaining areas in Brickston that the Zin control. Head to the Flashpoint at once, and eliminate the Zin using any means necessary. Two of the Zin might position themselves on the nearby rooftop with rifles, so be on the lookout for elevated snipers. Eliminating the Zin at this Flashpoint doesn't secure the area; it only raises your Notoriety to six, which causes a Warden to arrive on the scene. The Warden won't waste any time in using its Telekinesis ability to hurl cars and other objects at you. Leap into the air to avoid the thrown object, hit the Warden with Freeze Blast, then open fire on its head with your most upgraded weapon. The Dubstep Gun is also quite effective against the Warden. Make sure you're not too far away when it's ready to be absorbed.





UPLOAD A VIRUS

This instance of Virus Injection takes place in front of the hospital, presumably for the Zin's convenience! It consists of three waves of enemies arriving in the alien hovercraft, the Assert. Use one of your rifles or SMGs to shoot the Zin occupying the turret in the first vehicle that arrives on the scene, then climb aboard. The hovercraft's armor protects you from damage while you drive back and forth in front of the hospital, using the vehicle's turret to gun down every Zin you see. The first two waves have just six enemies each, but the third wave has eight. Use the turret to shoot any Zin manning the turrets in other Asserts, then drive away and open fire on those in the street. Don't hesitate to run them over, as well—you can even use nitrous to smash through enemy Asserts! If your vehicle gets destroyed during the fight, simply commandeer another one and continue holding off the Zin while the virus uploads. Be sure to recruit any followers that happen onto the scene—anyone wearing purple is on your side and won't hesitate to man the turret of your Assert.

MEET KINZIE ON THE SHIP

You've successfully taken control of all of Brickston. Not only can you now use the Gateway to collect your reward from Kinzie, but you can recruit backup, as well. Hold Up on the directional pad to recruit passersby in Saints-controlled areas. They'll assist you in fighting the Zin and can even be outfitted with new and improved abilities and weapons via the Upgrades menu. Recruitable Homies appear as purple dots on the minimap.

BREAK ON THROUGH

OBJECTIVE REWARD

XP	CACHE
1,500	3,000

Just when you think you're the only one inside the Simulation who *knows* it's a Simulation, a voice calls out for you to meet him inside a rift. The voice, robotic as it may sound, says he holds the key to seeing your friends again. Could Benjamin and the others still be alive?

GO TO THE RIFT

Make your way to the docks on the northwest side of the city, in the Salander neighborhood. The rift appears as a large glowing ball of energy. Don't be afraid of it: step into the light.

This particular rift hosts a Platforming Rift puzzle. In order to keep the rift connected to the Simulation, you must quickly leap from platform to platform, turning them from red to blue. The closer to the center you land, the more points you earn. Additionally, the path is divided into three segments, each of which awards you a Segment Speed Bonus (max +5000) for completing the segment quickly. The first two segments add time to the clock, as well. This initial Platforming Rift is very straightforward, with only one path to the finish. Don't skip any of the platforms, and use Air Dash or Wall Jump if necessary, but don't be afraid to fall. Falling off the platform simply results in some lost time, and you'll be placed right back on the last platform to continue.



Begin charging the next Super Jump as soon as you leap so you can jump immediately after landing.

There's no penalty in a Platforming Rift event for failing to reach the finish before time runs out; you simply have to try it again. Use Super Jumps to leap from the center of each platform to the next, and begin charging the next Super Jump while in the air to move quickly and link together numerous Super Jumps. In addition to a Segment Speed Bonus, you'll also receive +100 points for every second left on the clock, so it pays to finish quickly.


Super Sprint across the arrows in the direction they're pointing for bulls-eye bonuses.

THAT BURNING SENSATION

OBJECTIVE REWARD

XP	CACHE
500	1,000

The A.I. that welcomed you to the rift now wishes to reward you for working to keep his rift open. He's found code in the Simulation that allows you to change the element of your Blast power.

GO TO THE BROKEN SHILLELAGH

Make your way clear across town to the Broken Shillelagh tavern in Brickston. The journey there leads you directly past several Flashpoints and innumerable Data Clusters. Once you've arrived at the Broken Shillelagh, approach the marker to initiate the Fire Blast training simulator.


Fire Blast causes knockback and deals damage over time.

Double-tap Left on the directional pad to quickly swap super power elements from Freeze to Fire. The Blast icon in the lower right corner of the screen looks the same, but the elemental icon briefly appears on-screen to let you know which one is currently selected. Cast the Fire Blast at the enemies that are spawned into the simulator. Don't worry, they won't fight back.

Fire Blast erupts with explosive force, knocking enemies through the air and scattering them across the area. It also ignites the adversaries, causing damage over time. The aliens in this Simulation are rather weak and are killed by the continued burn. This won't happen out in Steelport without you upgrading the potency of the attack.

IGNITING YOUR MULTI-KILLS



It's far easier to earn a Multi-Kill bonus with Fire Blast than Freeze, as a single attack may cause multiple enemies to burn to death simultaneously. You need to kill three or more opponents in order to earn a Multi-Kill.

The Simulation concludes with several alien vehicles being spawned into the area. Fire Blast's eruption blows the occupants out of the vehicle and sets them ablaze. This is a great way to both flush enemies out of a vehicle (and out of its turret) and deal heavy damage to multiple foes that were otherwise untargetable.


Hitting a vehicle with Fire Blast expels the occupants and sets them on fire.

SIDE QUEST: EXECUTIVE ORDERS

- Assassinate rogue program.
- Clear out Zin troops.
- Break the rules of reality.
- Shut down the Hot Spot.
- Carjack the data.
- Disrupt the system.
- Meet Keith on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
4,200	13,500	Sprint—Unlimited Sprinting

GO TO THE LOCATION



Recruit some backup in Brickston, and make your way across town to the Henry Steel Mills, where a target by the name of Zinzasser soon appears. Zinzasser is clad in a black and red digital coat and carries an alien rifle. He also has the ability to Super Jump and use Telekinesis to hurl cars and signs at you, as do his decoys. Put your newfound Fire Blast super power to the test. Light him on fire, then open fire with your most potent rifle. Let your recruited Homies (or Keith or Kinzie) deal with the Zin that arrive on the scene, while you continue to pursue the target across the rooftops.

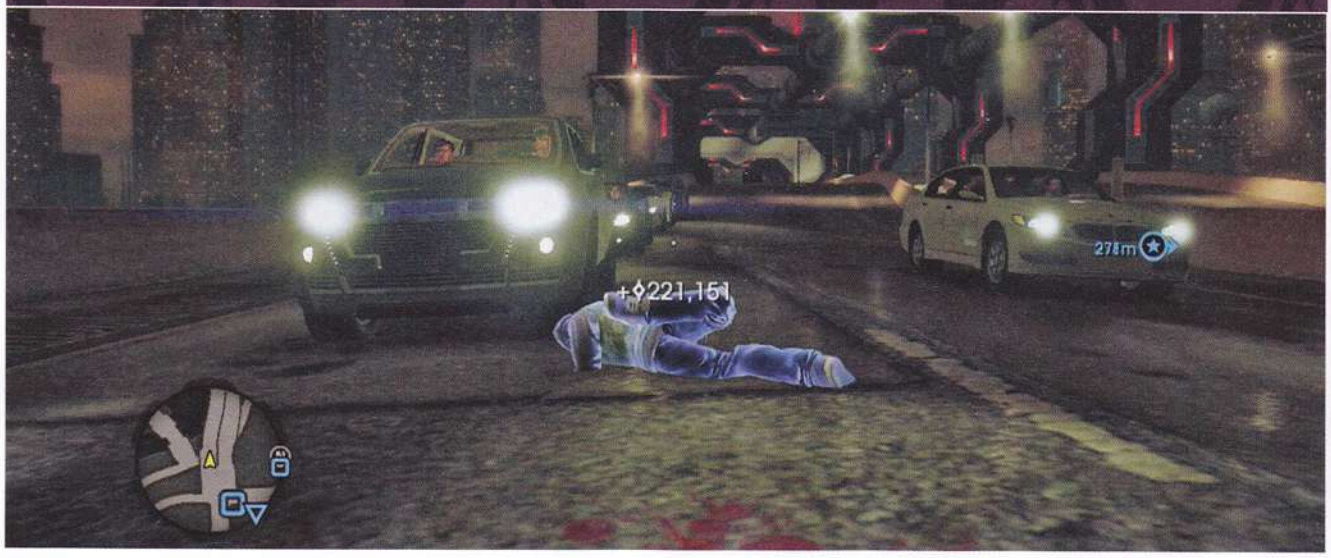
CLEAR ZIN TROOPS



Keith's next objective is also in the Henry Steel Mills area. It's a Flashpoint on the eastern edge of the neighborhood, just south of the main bridge. The Flashpoint is atop a building, but there are much taller buildings nearby. Leap down onto it from above, and drop a Fire Blast attack right in the center of the roof to soften up the eight Zin standing guard. Finish them off with the Dubstep Gun and a little help from your Homies. Your Homies are capable of teleporting across the city to join you whenever you need them, so don't worry that they might not be able to keep up. They'll find a way! Watch for Zin that get knocked to the street, and leap down after them to clear the Flashpoint.

PLAY IN TRAFFIC

This Fraud event gives you a whopping seven minutes to inflict as much bodily harm on yourself as possible. There are three bonus areas that increase your Adrenaline meter. Begin by heading southwest from the start toward the bonus area near the large highway bridge. This is a great spot to rack up huge points, as the intersection has plenty of traffic, long sight-lines, and few overhangs. Move on to the next bonus area after two minutes, or once you've depleted the bonus area. There are a lot of cars, wide open roads, and plenty of buildings to ragdoll into in this area, as well. You can even use your filled Adrenaline meter to Super Jump and ragdoll across the skyline from one target area to the next. Completely exhaust the Adrenaline bonus in this area before moving southeast to the third bonus area. The third area sits at the mouth of a tunnel, which can prove difficult to combo off of, thanks to the low height of the tunnel's roof. That said, you can build up Adrenaline outside the tunnel and then bounce between the cars and tunnel walls for a great combo.



SHUT DOWN THE HOT SPOT

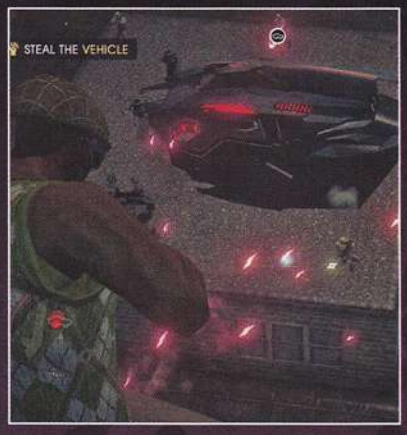
Return to the center of Downtown Steelport, to the Loren Square neighborhood, and locate the Hot Spot marked on the GPS. This Hot Spot has two generators that you must shut down before you can disable the device. Zin enemies guard both generators, and it's not unusual for a Portal to open up as you attack the generator. One of the generators is on the ground, to the northeast of the shield. As you disable it, a Portal opens behind you, and several aliens emerge, including one or two with ZTek Force Shields. Target the Portal first, then use the one-two punch of Freeze Blast and your shotgun to shatter the Zin. The other generator is on a rooftop near the train station to the south—follow the unmistakable red laser beam emanating from it. Several Zin guard the central controller, including Zin on XOR hover bikes and ground troops. Hit the aerial defenders with Freeze Blast, then gun down the others en route to the device.



RETURN VEHICLE

It's time to participate in a Virus Collection (aka "Chop Shop") event. In these events, rather than upload a virus, you must steal a target vehicle and deliver it to the designated area. Make your way to the western edge of Downtown and locate the alien aircraft parked on the roof. Gun down the four Zin standing guard (you can launch your attack from atop the nearby smokestack), then climb aboard the Void. Aircraft like the Void have two distinct flying modes: one for hovering and one for soaring. Use the Void's vertical take-off ability to ascend straight into the air, then switch to the flying mode and pilot the Void on a southeasterly path to the large island off the coast of Steelport.

Pilot the Void around the giant Zinyak statue to the landing area between the trees, and switch to hover mode. Move the vehicle to the center of the circular path, and gradually descend straight down to land it gently. Keep in mind that you will be docked XP and Cache for any damage you do to the vehicle, so fly carefully. Completing this objective unlocks the Chrome Void for use whenever you want to: just use your Phone to call for a pickup!





DISRUPT THE SYSTEM

It's time for another Mayhem event, but this one puts you inside the cockpit of the very same alien craft you just stole: the Void! The Activity takes place clear across town, on the north end of Henry Steel Mills. Run, drive, or even call for the Void you just acquired, and fly there. Once the event begins, you'll have 2:30 to do as much damage as you can using the Void. Ascend vertically to a moderate height (just high enough to clear the buildings in the immediate area), and open fire on the cars and pedestrians you see below with the Void's laser attack. Immediately head west down the tree-lined street toward the first group of High Value Targets (HVTs) headed your way. Build up that combo, and take them out with the rockets to snag the bronze medal with more than 2:00 left on the clock. Follow the road as it curves to the south, toward the elevated train tracks. Multiple alien craft are parked on the street to the right of the tracks. Continue your loop of the area by turning east along the major road to intercept the next round of HVTs. An alien Void attacks in this area—build up your combo by firing lasers at the cars on the ground, then hit the Void with rockets for a quick six-figure score!

MEET KEITH ON THE SHIP

You know the drill by now. Return to the Gateway to exit the Simulation, and find Keith David somewhere on the upper deck of the Ship. He's always happy to reminisce about old times and come up with new and ridiculously explosive ways to incorporate them into your disruption of the Simulation. This isn't the last of the missions he has for you.



BUZZ THE TOWER

You'll have to return to collect all of the Data Clusters on foot, but it's entirely possible to fly the Void (or other aircraft) to the top of the Towers, leap out, activate the Tower, and collect your XP and Cache rewards for doing so. You might even be able to snag some of the Data Clusters by flying straight through them.

Kinzie: To access the other Simulations, we need the A.I. If we have to get him a body, then do it.

HELP THE A.I. ENTER THE SIMULATION

OBJECTIVE REWARD

XP	CACHE
1,500	3,000

The A.I. was nice enough to help you break into the Fire Blast Simulation and gain that ability, but it's not going to help you any further unless you find it a body. Kinzie believes you might be able to steal a Control and Interface Device (CID) from the Zin. It should hold the A.I. over until a better shell can be found on the ship.

GO TO THE OLD CRIB RUINS

Return to the Simulation and head to the crumbling remains of the old Third Street Saints hangout in Brickston. Once there, Kinzie alerts you to a squad of Zin trying to get a destroyed Hot Spot back online—the very first one you disabled! Your job is to eliminate the Zin, steal one of their CIDs, then take it someplace safe so Kinzie can wipe its data and upload the A.I. into it.

FIND THE DEVICE

The Zin are trying to repair a downed Hot Spot near the docks in Salander, and they didn't just send a couple of repairmen to do the job. You had better bring backup for this fight. Either call Kinzie or Keith into the Simulation using the Phone, or recruit some additional Homies from Saints-controlled territory.



Recruit some of your Homies to fight alongside you. Anyone in purple will do!

Scout the area from a nearby rooftop to see exactly what kind of resistance you'll be facing. Leap into action against the Zin, and immediately hit their vehicles with Fire Blast to expel the troops and set them on fire. Kinzie soon radios you to inform you that the Zin are also transporting a Bounce Rifle. Eliminate any immediate threats, then grab the Bounce Rifle from the crate—this alien rifle fires a projectiles that bounces from one target to the next. It's a perfect way to finish off multiple frozen enemies! Unleash Freeze Blast at a group of enemies to freeze them solid, then fire a single round from the Bounce Rifle to reduce them all to cubes.



Steal the Bounce Gun, and laugh along as its energy projectiles ricochet from one target to the next.



Third time's a charm!

As soon as you've eliminated the initial Zin presence, make your way to the five CIDs at the base of the Hot Spot. It doesn't matter which one you pick because the first two you touch are going to shock you. Just keep it up until you get to the third CID—it obediently follows you wherever you lead it.

REPLACEMENT HOMIE

You can only have three Homies at any given time, and the CID is going to count as one. Don't be alarmed if you have three Homies with you and one of them suddenly disappears; he was simply replaced by the CID.

GO TO THE ROOFTOP

Ignore the Zin that are arriving and flee across the rooftops on a southeasterly path to a building that Kinzie has marked on the map. You're going to have to defend the CID while Kinzie Hacks into it. This is going to take some time, so make sure you have backup.

The Zin arrive primarily atop their flying bike-like craft called XORs. Although it's possible to snipe a driver off the XOR and watch the bike crash to the ground, you can also use Freeze Blast to simply knock the craft out of the sky. This freezes both the XOR and the Zin riding it, making it easy to get a Shatter Kill bonus. Additionally, the XOR won't blow up when it falls onto the roof when frozen—climb aboard and take to the sky to duel with the other XOR-riding Zin. Your Homies follow your lead and commandeer other XORs if they happen to be available.



Freeze Blast the XOR-riding Zin to knock them out of the sky.



Stay nearby, or else you'll fail the mission for abandoning the CID.

Several more Zin arrive on the scene piloting a Void aircraft. The Void is far more dangerous than a XOR, but you can knock it out of the sky just as easily. Hit it with a Freeze Blast if you happen to be on foot; otherwise, open fire with the XOR's laser guns.

GET CID TO THE POWER SOURCE

Rather than defending the CID for an additional 55 minutes atop the roof, Kinzie thinks you can hasten the upload by bringing the CID to the power plant in Burns Hill. Of course, power plants tend to be more heavily guarded than random rooftops, so you should expect some heavy defenses. Collect the Data Clusters en route to the power plant to the north, and take a moment to eliminate the Zin that are standing guard near the power source. Your Homies eventually catch up to you and assist in shooting the Zin that you hit with Freeze Blast.



Start the download and get ready for a fight!



One ricochet to shatter them all!

Access the power source to initiate the transfer. This cuts the upload from 55 minutes to slightly more than 16, but that's still a considerable amount of time to defend the CID. Kinzie begins looking for additional access points, but in the meantime, you've got to stay on alert.

Watch the minimap for the next wave of attackers to arrive. They'll likely arrive in vehicles to the south of the CID. Continue to use the Freeze Blast and the Bounce Rifle for multiple Shatter Kill bonuses. Quickly sprint through the Health Orbs that are dropped following each wave's defeat, then return to the CID to tackle the next wave.

The next wave of Zin arrives from the north. Hit their vehicles with a Fire Blast or Freeze Blast, then open fire with the Bounce Gun. Stick close to your Homies in case they need to be revived, then look to the sky for a Void approaching. Hit the Void with Freeze Blast to knock it out of the sky with a single attack.



Freeze them solid, then open fire with the Bounce Rifle.

The CID soon announces that the transfer is only 31% complete. Fortunately, Kinzie has located another access panel nearby that can help speed up the download. Make your way east to the rooftop with the antenna tower, defeat the middling Zin presence on the roof, then enable the power panel to speed up the download. Another access panel is located farther to the west, near a pair of retention ponds. Super Jump and Glide westward to the next power panel and enable it. Deal with any Zin in the area only if you must.



The second access panel is located farther to the northwest.

Unfortunately, having two additional relays open has sped the transfer up so fast that the CID is in danger of overheating. You must get back and freeze it solid with Freeze Blast within 30 seconds. Ignore any Zin you see, and Super Sprint back to CID immediately. Charge a Super Jump and Glide over the buildings in your way so you can get there faster. Hit CID with a Freeze Blast as soon as you can to save it from a complete meltdown.



Race back to the CID, and hit it with Freeze Blast before it has a meltdown!

Kinzie manages to throttle the transfer speeds to a happy medium: you need only protect CID for three more minutes. But this is the toughest three minutes of all! The Portals that appear no longer only spawn ordinary Zin, but also Murderbots!

Murderbots are far deadlier than Zin soldiers and can withstand repeat attacks. Fortunately, they are vulnerable to Freeze Blast, and you can destroy them with multiple shotgun blasts or shells from an upgraded SMG. The Bounce Rifle can finish off a weakened Murderbot, but you're better off using one of your upgraded weapons if you have one, especially given the unpredictable accuracy of the Bounce Rifle.

Focus your attacks on the first Murderbot you encounter, then pick up the weapon it drops. Murderbots leave behind either a Lasergun Arm or Minethrower Arm. Immediately pick it up (this weapon can't be equipped), and open fire on the other Murderbots. Back away from the Murderbots while laying down a blanket of explosive traps if using the Minethrower Arm to avoid stepping on the mines you set. You can use the Lasergun Arm to blast straight through enemies with ZTek Force Shields and also to shatter frozen Voids before they hit the ground. Monitor the temperature gauge, and hold the Reload button to cool the weapons.

Periodically Super Sprint back and forth across the area to vacuum up any ammo or Health Orbs that have fallen on the ground. The influx of Murderbots dries up with roughly one minute remaining on the timer, but you'll have to fend off numerous Zin with ZTek Force Shields, as well as several Voids. Make liberal use of your Freeze Blast attack to maintain the upper hand.



The Lasergun Arm taken from a destroyed Murderbot can make quick work of the Zin.



Lay down a row of mines, and let the Zin walk right into them.

MURDERBOT EXPLOSION

Murderbots don't quietly crumble to the ground upon being killed like the Zin; they explode! Unless they are killed with a head shot. Keep your distance to avoid being caught in the blast radius.

The upload of the A.I. into the CID wraps up just as a Warden arrives on the scene. The Warden has a protective shield much like the previous Wardens you encountered, and it constantly uses its Telekinesis power to hurl large objects at you. The fastest way to defeat the Warden is to save one of the Murderbot Lasergun Arms from earlier and use it against a frozen Warden. Hit the Warden with Freeze Blast then open fire! Fire Blast also works well. Stay on the move to avoid its lasers and powerful blast attack, and try to Super Jump high into the air whenever it leaps to avoid getting caught by its stomp attack. And whatever you do, don't waste any time trying to kill it with the Abduct-O-Matic, as this doesn't have any effect on the Warden.



Put the Murderbot's weaponry to use against the others!



Hit the Warden with a Blast attack to interrupt its use of Telekinesis.

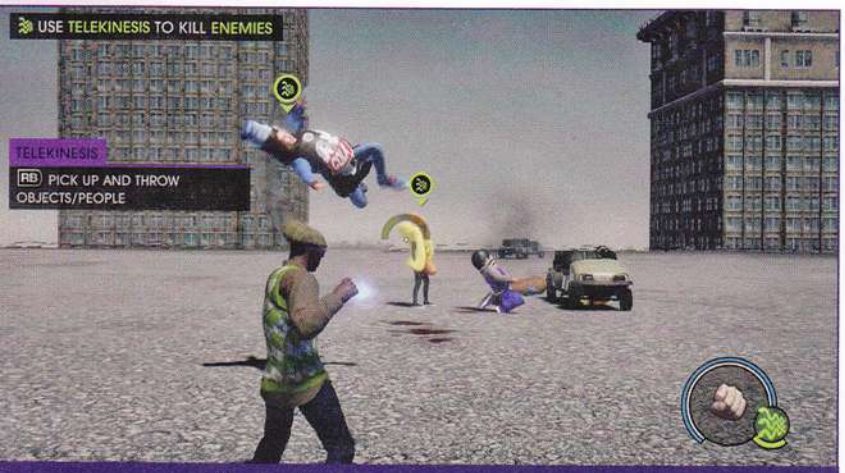
The Warden likely flees to the safety of the nearby rooftops as it gets low on health. You can continue to hurl Fire Blasts and bullets at it from the ground, but you must chase after it in order to deliver the finishing blow. Dive into the Warden when prompted, and rapidly tap the buttons shown on the screen to destroy the Warden from within. This earns you the Telekinesis ability!



Absorb the Warden's power when prompted to gain the Telekinesis ability!

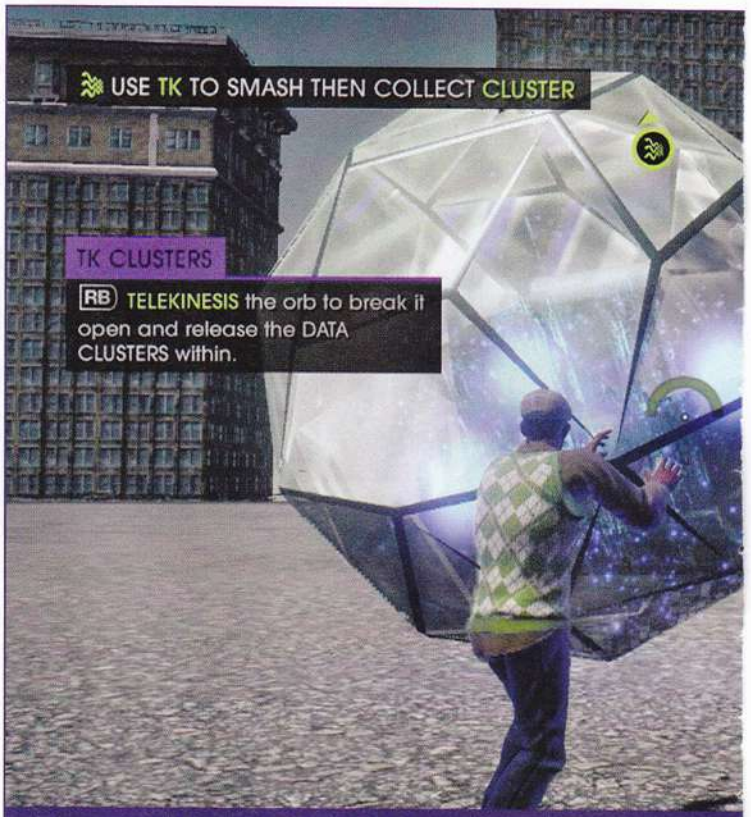
USE TELEKINESIS TO KILL ENEMIES

Killing the Warden granted you its Telekinesis ability, and now it's time to learn how to use it. You equip Telekinesis by tapping Up on the directional pad. Note the different icon in the lower corner of the screen. This ability allows you to use the power of the mind to pick up and throw people, vehicles, and other objects. Kill the three enemies in the Simulation by picking up one of them up and throwing him at the other two. Additional enemies soon appear alongside some golf carts. Pick up the golf carts, and hurl them at the enemies to kill them.



Pick up people and vehicles and hurl them at one another.

You can also use Telekinesis to smash the giant orbs that you may have seen around Steelport. These orbs each contain three Data Clusters but couldn't be opened until now. Throw the orb against the ground to shatter it.



Smash these large orbs by throwing them at walls and other objects using Telekinesis.

The last part of this training simulation has you squaring off against a Warden. Use Telekinesis to hurl the golf carts at the Warden to disable its shield, then shoot it. Naturally, this Warden is far weaker than those you encountered out in Steelport, but it serves as a good illustration of what to do.

NEW GATEWAY OPEN

Completing this objective unlocks the South Downtown Gateway in the Sunset Park neighborhood. This gives you yet another location at which to access the ship. You can also access its Gateway features to equip your newly acquired Bounce Rifle.

GO TO THE TRAINING PROGRAM

OBJECTIVE REWARD

XP	CACHE
750	5,000

The acquisition of the Telekinesis ability makes it possible for you to now participate in an exciting game show called Mind Over Murder. That's not a typo.

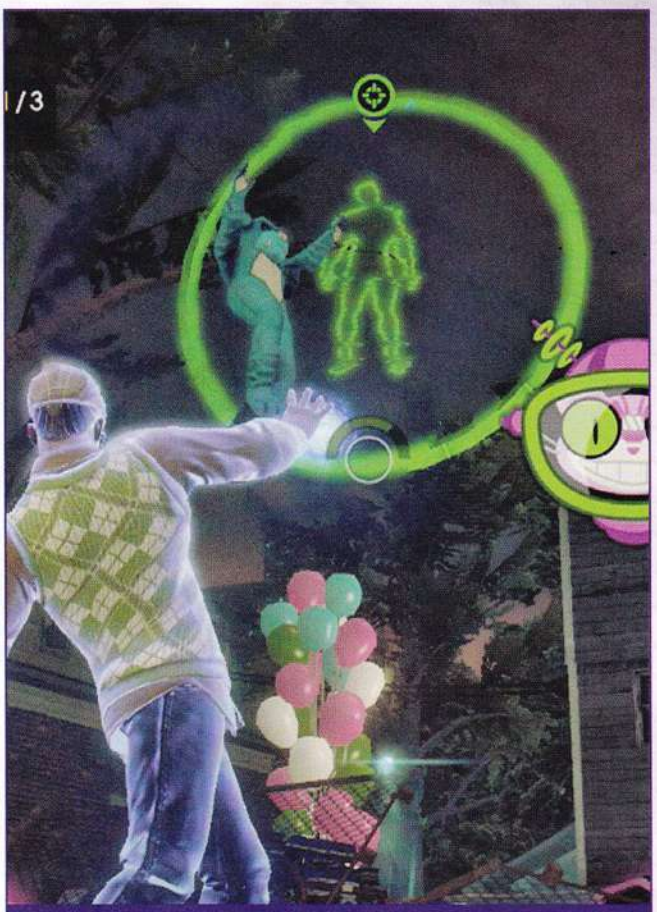
GO TO MIND OVER MURDER

Take a moment to use your collected Data Clusters to purchase new upgrades for your Telekinesis ability. Depending on how many you currently possess, consider the Recharge and Throw Distance upgrades. If you can purchase the Recharge 2 upgrade, as well, then get it. When ready, travel north to Salander to participate in the first of Professor Genki's Mind Over Murder events. That's Genki's M.O.M. for short. And watch what you say about her.

Professor Genki has constructed three target areas where you must use your Telekinesis ability to hurl a pedestrian (green), a Genki doll (pink), and a vehicle (blue) through specially marked targets. The first target area contains two pedestrian targets, one vehicle target, and one Genki target. Quickly pick up the Genki object near the balloons in front of you and turn toward the pink icon, hurling it through it. Genki's costumed thugs soon attack, so focus on throwing the pedestrians next, particularly the ones in blue gorilla suits beating you with baseball bats. All four targets are located near the starting point at the first target area. Complete the area, then Sprint northwest to the next target area.



Use Telekinesis to throw the pink Genki objects through the pink target rings.



Toss a passerby through the green pedestrian target rings.

Pick up a car on the way to the second target area, and toss it through the blue target marker as soon as you arrive. This frees some time for you to focus on the two pedestrian targets and two Genki targets.

Head east down the road toward the third and final target area. This one contains just one pedestrian target, along with two vehicle and two Genki targets. Collect the Genki object from the street and run down the alley toward the first Genki target. You can find additional Genki objects in the target area to toss. Numerous costume-wearing pedestrians in a Genki Bowl car arrive on the scene, providing ample ammunition for the other targets. You can even throw a motorcycle through the vehicle target if you'd like.

ATV RIDERS

Genki's thugs often arrive on ATVs. You can pick up an ATV with its riders still on board and throw it through either the green or blue target, as it's both a vehicle and a person.

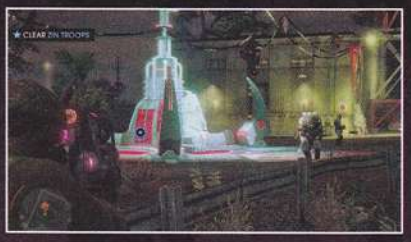
SIDE QUEST: THE SIMULATION RECOGNIZES...

- Clear out Zin troops.
- Initialize Virus Injection.
- Carjack the data.
- Race through the system.
- Meet Keith on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,400	10,000	Hacking—Extra Time

CLEAR ZIN TROOPS



Keith David thinks it's time to give Zinyak a taste of the old filibuster. Get it started by travelling to the northwest corner of Steelport to take on the Zin at the Flashpoint in Burns Hill. Focus entirely on the enemies that are there when you arrive and ignore any reinforcements that arrive afterwards, as those are a result of your increased Notoriety. Consider taking out a few of the Zin with the Abduct-O-Matic before switching to another weapon.

UPLOAD A VIRUS



Erase your current Notoriety by Super Sprinting after the Command CID following the Flashpoint battle. This likely puts you in a southeasterly direction toward Loren Square. Keith David needs you to insert new code under the overpass. This Virus Injection Activity contains four waves of enemies, and even though you now have the Telekinesis power, it's much easier to tackle this fight with backup. Call in one or two of your Homies—perhaps Keith David and Kinzie—for help. Each wave contains a number of costume-wearing, heavily glitched thugs arriving in all manner of disjointed vehicles. Use Telekinesis to pluck the cars off the ground and hurl them into the buildings or other vehicles for explosive kills. Superpowered Beatdowns, machine gun fire, and Freeze Blast help you finish your opponents off. Some of the foes have guns, while others simply have baseball bats. The latter pose no threat provided that you keep your distance.

GO TO THE LOCATION

Keith David found some valuable code in a car located on the north side of Henry Steel Mills. The vehicle is an armored truck, called the Lockdown, and four police sometimes protect it. Gun down the cops and carjack the vehicle. The Lockdown isn't fast and has all the maneuverability of a cargo ship, but what it lacks in finesse, it makes up for with momentum. Anticipate your turns, and begin braking early to keep the truck on course. You're not going to be able to make any sudden turns, and powersliding in the Lockdown is always an adventure, a brief adventure with a sudden stop. Deliver the vehicle south along the GPS course to Loren Square. Ignore any Zin patrol that try to stop you—the Lockdown can plow through any roadblock—and turn the sirens on to warn the civilian traffic out of the way.





COMPLETE A RACE

This particular course is a bit more challenging than the previous two you've been guided to via the Quest line. This one has just nine checkpoints, but it has several tricky jumps, including a slight hop at the start to avoid being stuck on the base of a fence. Charge a Super Jump to clear the first barrier up ahead, then weave through traffic and around the firewalls to maintain Super Boost. Vault up and over the billboard near the hill, and Air Dash to the right of the brick house to enter the alley near the firewall. Follow the trail of Speed Burst Orbs as it weaves through the tunnel, being careful not to get stuck on the median as you cut back to the right-hand side of the tunnel. Use your Air Dash and Glide abilities to cross the river to the final stretch. Leap from the stairs, and Wall Sprint up the building to the finish.

MEET KEITH ON THE SHIP

The nearest Gateway is in Sunset Park. Collect some extra Data Clusters on your way back to the ship. Keith is waiting through the door and down the hall, on the upper deck as usual.

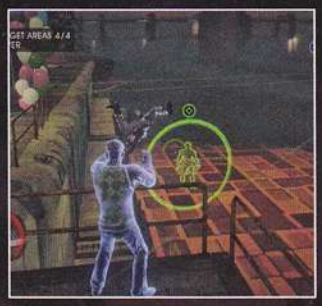
SIDE QUEST: OBEY

- Meet CID on the ship.
- Win Zinyak's favorite game show.
- Initialize Virus Injection.
- Clear out Zin troops.
- Race through the system.
- Meet CID on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,600	13,000	Telekinesis Element—Life Steal

MEET CID ON THE SHIP



Look for CID in a storage room on the upper deck of the ship. Head back past the room where you enter the Simulation to a small room with three doors. CID is in the room on the right. Talk with him to get this Side Quest started. Oh, and if you're curious, he is equipped to provide romantic pleasure.

WIN M.O.M.

Use the Brickston Gateway to enter the Simulation as close to the Activity as possible. This is a good time to stop at the nearby Friendly Fire for some weapon upgrades if you haven't purchased any in a while.

This instance of Genki's M.O.M. has four target areas with several targets that can be tricky to hit if you don't know where to look. Furthermore, the first target area has four targets, but the others have at least five. The first target can be a bit tricky, as the lone vehicle target is positioned directly behind you at the start. Additionally, the green target on the north side of the road is partially obstructed by the sign for the chemical facility. The second and third target areas are more open and easier to clear in a hurry. Half of the targets (one of each color) at the fourth target area are near the bridge. The trickiest target of the other three is a green pedestrian target that is on the dock beside the bridge. Approach the railing near the street to hit it, as trying to throw a person through it while on the steps can prove difficult with so many railings in the way.

UPLOAD A VIRUS



CID has found an area in Loren Square where he'd like to upload his virus, but he needs you to protect the area while this takes place. This particular Virus Injection event contains just one wave of enemies, but you must kill 45 foes to succeed. Enemies dressed in Genki outfits and wielding baseball bats spawn from Portals throughout the area and try to swarm your position at close range. Don't hesitate to hurl cars at them with your Telekinesis power, but be sure to switch to Freeze Blast if they get too close. Switching from a firearm to a Tentacle Bat is another great way to beat them back and complete the Tentacle Bat Beatdowns Challenge.



CLEAR ZIN TROOPS

CID wants your help in removing another Zin patrol from the Simulation. He's marked the location in Arapice Island on your GPS. Consider using the Abduct-O-Matic from atop the nearby roof to eliminate several of the Zin before leaping down to engage the rest. Unleash your Fire Blast to set the Zin ablaze, then open fire with a Heavy SMG to finish them off. If you haven't purchased the Lightning Shots upgrade yet, this is a fine time to do so. This upgrade allows your SMG to stun and inflict damage at the same time. And it goes extremely well with the Dual SMGs upgrade!

COMPLETE RACE



It's time to give a harder race a try on Arapice Island. This course features 11 checkpoints and leads you through the Steelport Chemical and Waste Disposal facility. It begins with a straightforward race through several checkpoints, but the fourth checkpoint's arrow can be misleading. It points left, but you should follow the Speed Burst Orbs through a wider turn, around the far side of the containers. The path gets pretty narrow through the middle of the course, so try not to get stuck on any of the beams and tank supports. Hop over the wooden fence near the ninth checkpoint if you're not at 100% Super Boost, or else the fence may slow you down substantially. The only mandatory Super Jump occurs at the end of the race. Sprint alongside the guardrail, past the jump arrows, then leap over the river. Air Dash and Glide to reach the building, then Wall Sprint up the side to the finish.

MEET CID ON THE SHIP

Return to the nearest Gateway (probably Brickston, depending on any roaming you may have done), and find CID in the storage room where you last saw him. Completing this Side Quest unlocks another one from CID. CID has multiple Quests that unlock consecutively, much like Keith David's.

SIDE QUEST: SUPREME JUSTICE

- Explore the rift.
- Clear out Zin troops.
- Ascend the Tower.
- Meet Keith on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
6,000	11,500	Outfit—Roddy Suit



EXPLORE THE RIFT

This Activity tasks you with collecting bits of virus along the data stream while avoiding the anti-virus obstacles placed in your way. Your character runs automatically at a set speed, so you only need to steer left or right (or jump). The goal is to collect as many blue and purple bits of virus as you can, while making sure to activate your Data Burst to gain a 2x multiplier and the ability to smash through the barriers. Barriers drain your Burst meter if you stumble through them while they are red, but you can smash through them while they are blue to obtain huge points. Don't wait for the Burst meter to fill all the way: activate it whenever possible, just as the next group of barriers comes into view. Avoid the pits in the data stream, and try to sprint past Zin to destroy them for even more points. Purple virus data are worth 5x as many points as the blue, so try not to miss them.



CLEAR ZIN TROOPS

Make your way to the Flashpoint in the northwest corner of Sunset Park, not far from the Gateway. The Flashpoint is located in a large parking lot near a park and appears to have the standard assortment of Zin standing guard. Lay into them with the Freeze Blast and SMG, but be on guard! The access Portals that open yield enhanced Zin soldiers that possess superior jumping ability and increased durability. Fortunately, you can ignore these beefier Zin while you focus on the remaining Zin manning the Flashpoint.

CLIMB THE TOWER

It's time to climb the Tower in the southeast corner of Sunset Park. Begin the ascent by leaping from the smokestack onto the first floating platform. This particular Tower is a bit more complex than the prior two in that the next place to jump to isn't always obvious. Fortunately, you need only spin the camera around to see where you need to go. Additionally, you can always Wall Sprint up the side of the Tower to see if there are any platforms you might have overlooked. Climb your way to the top of the Tower while collecting the 26 Data Clusters scattered across it. Keep track of the number of Data Clusters you start the climb with. If you don't gain 26 of them by the time you reach the pinnacle, just jump off and Glide in a spiraling descent around the Tower to find the ones you missed.



MEET KEITH ON THE SHIP

Glide north from the Tower to the Gateway in Sunset Park, and return to Keith aboard the ship. This is the last of the Side Quests that he has for you right now, so enjoy that Roddy Suit. Bagpipes sold separately.

Kinzie: I hate him. We need him. It's time to save Matt Miller.

BREAK MATT MILLER OUT

OBJECTIVE REWARD

XP	CACHE
1,500	3,000

Your exploits around Steelport have successfully disrupted the Simulation enough that Kinzie is able to break another contact out of captivity. Much to Kinzie's dismay, however, you want to free Matt Miller. Kinzie plans to create a connection to Matt's personal Simulation—Zinyak has created individual Simulations for everyone—so that you'll be able to help pull him out via a Gateway.

GO TO THE BROKEN SHILLELAGH

The Broken Shillelagh is located on the east side of town, in Loren Square—the Sunset Park Gateway is closest. Resist the temptation to always use the nearest Gateway, as traveling across the city offers ample opportunity to continue collecting Data Clusters. And the more Data Clusters you collect, the more upgrades you can purchase for each of your powers.

Matt's Simulation isn't anything like Steelport. It's actually the inner workings of a computer that has taken the form of a grid, a digital frontier containing clusters of information moving through the system in the form of, in this case, tanks. Kinzie's skill with a keyboard allows her to access the command prompt—she must have pressed the tilde key—and use the console to enter various commands. It really is a shame that the "noclip" command went unrecognized—Zinyak must be using an older game engine...



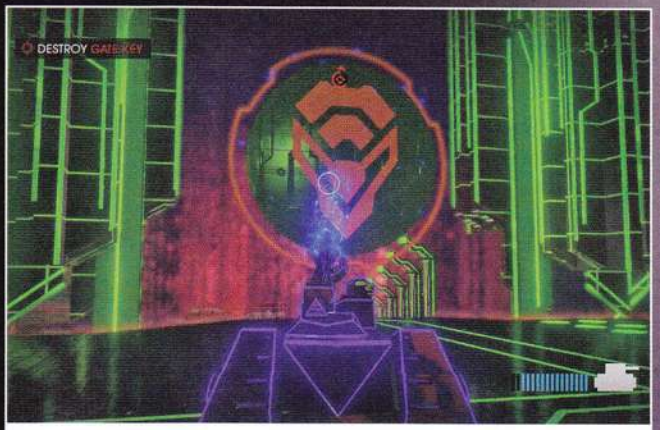
Run over the enemy cycles for a quick, painless victory!

Kinzie attempts to issue other helpful commands, only to end up deploying an array of aggressive cycles in a top-down view, much to your chagrin. Pilot your tank using the Left and Right Thumbsticks, much like when trying to shoot while driving a car. The tank can fire both rockets and machine guns, the latter of which is arguably easier to wield against the cycles. The tank is easier to aim when not moving, especially when dealing with the much smaller bikes. Spin the turret around while in the center of the area, and open fire at each target. Destroy the three tanks that are deployed when Kinzie mistypes the command to switch to a three-dimensional perspective.



Who puts a space between 3 and D?

Kinzie eventually manages to switch to a three-dimensional perspective, similar to how you view the President out in Steelport. There are three data towers controlling the security to Matt's prison. The first of these three is directly nearby. Take aim at the large red disc beneath the green arch, and open fire. It takes at least three blasts from your rocket to destroy it.



Destroy the first data tower to advance.

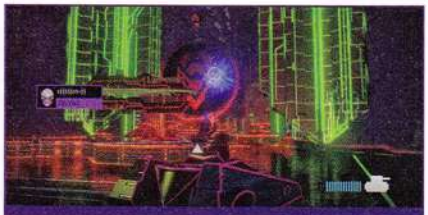
GO TO THE LOGIC GATE

Descend the ramp located where the data tower was, and proceed along the digital highway toward the second data tower. Enemy tanks periodically spawn into the system but can be easily de-rezzed, err, destroyed by your cannons. Blast a hole through the barriers near the two tanks to the right. The gunners on the ledge can barely scratch the surface of your tank with their machine guns, so you can ignore them if you wish.



You can either shoot the gun-toting soldiers on the ledges or ignore them, as they inflict very little damage.

The second data tower is just up ahead. Several tanks and soldiers appear in an attempt to defend the gate key. Fire your rockets at the large red disc to quickly destroy it. Blowing up the data tower destroys the defenses in the area, whereas any attempt to destroy the tanks first only causes more to be spawned into action.



Ignore the tanks and soldiers, and focus on the gate key!

To reach the third logic gate, you'll need to continue under the arch of the second data tower and blast through the numerous red barriers blocking your advance. Descend the ramp to where the three tanks spawn and immediately target the one to the left first, leaving the one all the way to the right for last. Shoot through the barriers, and continue around the corner to the right.

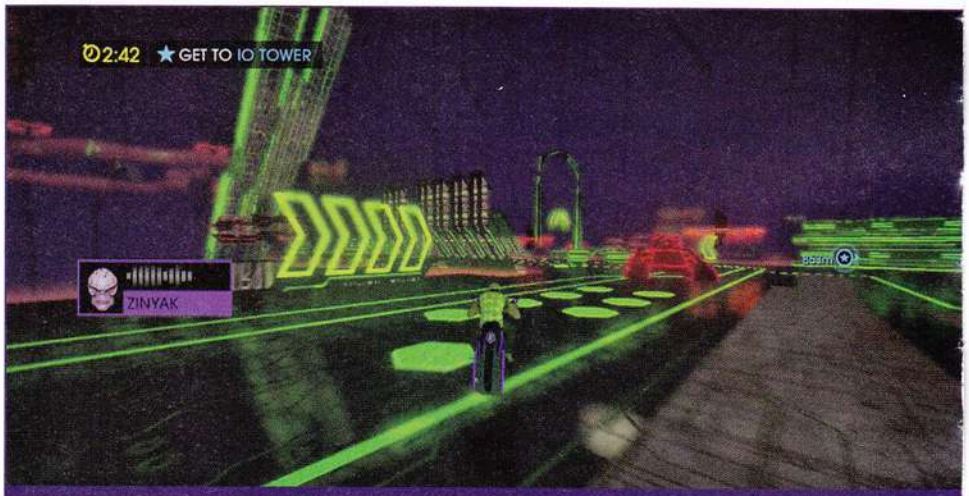
The final tower is directly ahead, but Zinyak interrupts your progress by cloaking the logic gate in a protective shield. It's a trap! Kinzie once again uses the command prompt to try to disable the security system while you work to fend off the numerous tanks that appear. Ignore the soldiers on the ledges, and try to keep barriers between your tank and the enemies farthest from you. Use your tank's rockets to destroy the enemy tanks while trying to stay on the move. Simply alternating forward and backward movements helps avoid enemy attacks and minimizes damage to your tank. Keep it up until Kinzie works her way through a humorous array of interactions with the system.



Read the command prompt for laughs as you blow up the tanks.

GET TO THE IO TOWER

With the third logic gate destroyed, along with your tank, Kinzie opts to deploy a cycle for you to steer to Matt's cell in the IO Tower. The Tower is nearly 1,100 meters away, a distance you must travel in under 3:00 in order to avoid deletion. The cycle has no weaponry, and the path is lined with tanks and other obstacles, meaning you're going to have to rely on the bike's speed and maneuverability to avoid having the bike destroyed. The bike is far less durable than the tank you were piloting earlier, so you must avoid fast collisions and direct hits from the enemy tank's rockets.



Speed is your friend: keep going, and stop for nothing!

Follow the green information highway through the system while paying close attention to the yellow arrows to avoid overshooting any turns. The bike can't fall off the sides of the platform, but failing to take a turn brings the bike to a halt, wastes time, and opens you up for being shot by a tank.

The path occasionally splits into an upper and lower strip for you to choose. It doesn't matter which one you select, as you likely end up airborne at the end of each. Ease off the throttle as you enter a series of turns and use the brakes to slow the bike down before turning, but coast through the turn to avoid spinning out and stopping your progress.



Take whichever fork doesn't appear to have any tanks.

The closer you get to Matt's prison, the more tanks you'll face. Many of the tanks spawn far off in front of you on a narrow straightaway. Immediately shift your path slightly to the left or right so you're not lined up for an easy shot. Drive straight up the ramp at the end of the course to reach Matt's prison.


Shift the bike's position to avoid being in-line with oncoming tanks.



CHOOSING THE BLUE DOOR

Zinyak provides you with a choice: walk through the blue door to rescue Matt and continue in your quest, or choose the red door and sacrifice yourself in exchange for the survival of the human race. Those seeking to earn all of the Achievements/Trophies should take the red door. Doing so unlocks the "You Chose… Poorly" bonus and simply provides you with a chance to restart from the last checkpoint. Naturally, you must choose the blue door to see how deep the rabbit hole goes.

Listen to Zinyak's lecture inside the IO Tower while you witness the events of your life play back on the various monitors, then proceed through the blue door to continue in your quest to rescue Matt. This requires you to navigate a text-based adventure game in which Matt has been imprisoned within technology he doesn't understand. The text-based puzzle is designed in such a way that all "wrong" answers ultimately force you back to the previous choice, making it impossible to fail in completing this puzzle. It's best to experiment with the different answers to see how much information you can extract from the story within the computer. Those wanting to speed right through to the solution should select the following choices:



Terror, as personified by our literary culture.

What do you do?
>_ APPROACH THE COMPUTER.

What do you type?
>_ "I'M A SLAVE."

What do you type?
>_ "I AM A SLAVE."

What do you do?
>_ FLY TOWARD THE PURPLE STAR.

What do you do?
>_ ENTER THE PURPLE STAR.

What do you do?
>_ DRINK THE WINE.

What do you do?
>_ WAKE UP.

What do you do?
>_ MAKE TWO MARTINI GLASSES OUT OF COCONUTS.

What do you do?
>_ OFFER THE ARCHITECT A DRINK.

What do you say?
>_ "YOUR MOM'S A SLAVE."

What do you say?
>_ "I'M SORRY…"

What do you say?
>_ "I SAID I'M SORRY…"

What do you say?
>_ "I WANT TO RESCUE MATT MILLER."

What do you say?
>_ "AND WHO'S THAT?"

What do you say?
>_ "THEN WHERE'S MATT?"

What do you say?
>_ "LET'S DO THIS."

What do you say?
>_ "I KNOW YOU CAN BEAT HIM, MATT."

What should Matt do?
>_ PUNCH KILLBANE.

What should Matt do?
>_ PUNCH KILLBANE AGAIN.

What should Matt do?
>_ PUNCH KILLBANE AGAIN.

What do you say?
>_ "TIME TO GO, MATT."

What should Matt do?
>_ PICK UP THE PHONE.

RETRIEVE MATT MILLER

OBJECTIVE REWARD

XP	CACHE
1,500	3,000

You managed to free Matt Miller, only to leave him wandering around Zinyak's ship? Naked?! That's no way to treat a friend. Head downstairs and talk to Kinzie. Although it goes against her better judgment, she's not only willing to help, but she's offering up a massive mechanical suit of power armor for you to use.

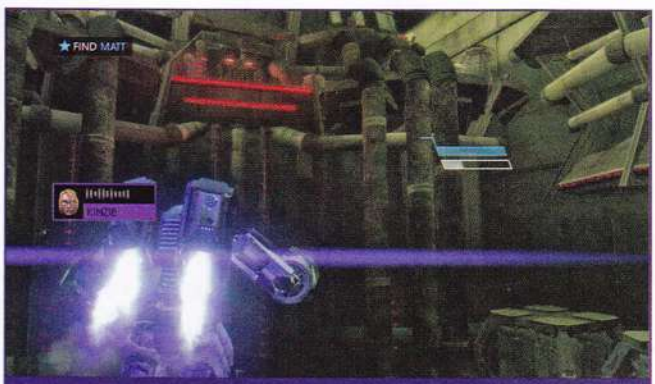
PILOTING THE MECH

The power armor doesn't currently have any ranged attacks, so you're going to have to rely on its massive size and strength to fend off Zin's attackers. Use the high-speed Shoulder Bash maneuver to dash through enemies, cover distance, and break through barriers or doors. Additionally, the mech has jump jets that you can operate much like the alien craft you've stolen from the Zin.

The mech has two meters: the blue one displays its durability, whereas the white one represents its jump jets power supply. Destroy containers and crates to reveal repair pickups that automatically replenish the mech's durability when collected.

FIND MATT

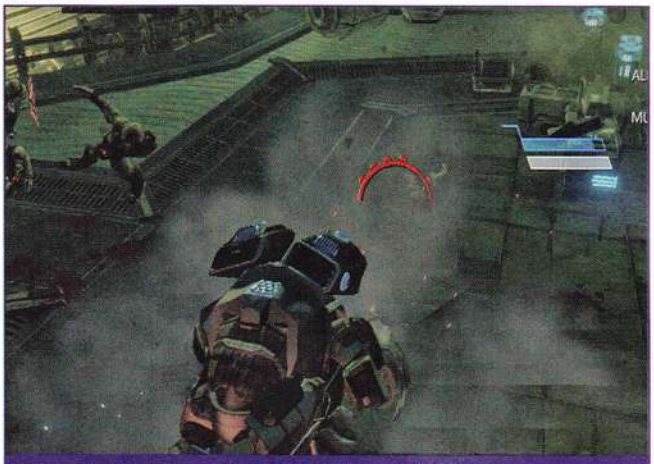
Smash your way through the containers straight ahead, and cross the bridge in the distance. The only way to proceed is by using the jump jets to reach the higher level. Press the Jump button to engage the jump jets, and continue holding the button to ascend. Fly upwards to the door near the marker—this particular door is large enough to accommodate the mech.



By the time you reach the upper level, you'll be running low on fuel and may have to recharge below.

Use the Shoulder Bash attack to smash through the door. Two alien guards are located far across the chasm in the next area. Fly across using the jump jets, then use a melee stomp attack to kill them before you smash through the next door, as well. The next room contains numerous Zin, including several with ZTek Force Shields. It doesn't matter how many shields those Zin are carrying when all you need to do is stomp them into oblivion!

Fight your way around the corner to the left, to where the Murderbots soon mount an attack. Avoid collecting all of the repair capsules you encounter along the way, since you may need some after you defeat the Murderbots. Murderbots can inflict minor damage if not dealt with quickly, so Shoulder Bash them, then stomp or ground pound to destroy them. Gather up any remaining repair capsules, and Shoulder Bash through the door to continue.



Not even the Murderbots can withstand the mighty ground pound!

GET INSIDE THE PRISON

Approach the edge of the platform near the circulating rings of stasis pods, and use the jump jets to fly to the next platform. Land, and allow the jump jets to recharge before flying to the third platform. This is where Matt escaped, but he's nowhere to be seen. Shoulder Bash the door on the right to enter the prison.



Land on the middle platform to allow the jump jets to recharge before continuing on.

Smash the Zin near the computer terminals in this room, then enter the closet on the left to find Matt. Matt is his same old ungrateful self, but perhaps he'll show some appreciation once you get him off Zinyak's ship.

ESCAPE THE PRISON

Lead Matt through the door to the next room, at which point he'll inquire about the mech's weaponry. Defend him while he finds a way to arm your power armor. Advance along the center of the room, to the left of the stairs that Matt ascends, and note the doors to the left and right. This is where the Zin are going to emerge. Stick to this central path, and use the Shoulder Bash maneuver to zip back and forth across the room from door to door to keep the Zin at bay. Stomp and ground pound them into submission on one side, then Shoulder Bash back across the room to do the same thing to the other Zin.



Definitely hurry to Matt's aid if you see his health meter dropping.

Stay on the move, and seek out each and every Zin that enters the room. Their guns can't inflict much damage individually, but they can do heavy damage if a group is able to fire continuously at you. Always aim for groups of enemies first and stomp them into submission before tackling isolated threats. Clear out any remaining enemies, then make your way back to Matt to get outfitted with some new weapons.

MECH WEAPONRY

Thanks to Matt, you can now fire cannons and launch rockets in addition to your standard melee attacks and dash. The cannons don't carry the risk of overheating like the rockets do, so save the rockets for large groups of enemies or heavy targets.

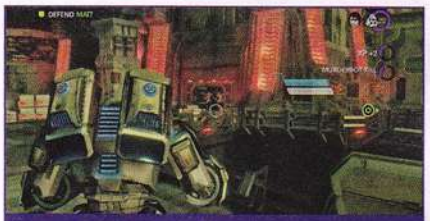
Lead Matt to the other side of the room, to where the Zin have blown open the door, and open fire with the rockets and cannons. This is a great spot to rack up a number of kills, as the Zin are practically lining up to be shot as they stream through the door. It's possible to get 10 One Hit Kill bonuses with a single rocket!

Two large squads of Zin and Murderbots attack from atop the two sets of stairs in the room ahead. Stick close to the door you just came through, and strafe side to side to avoid incoming gunfire while firing rockets at the groups of enemies atop each set of stairs. The Murderbots can withstand a rocket, so you'll have to fire twice at each side to bring them down. Pay extra attention to severed Murderbot torsos that continue to claw their way toward you! Stay close to the door until you've dispatched both initial sets of enemies, then ascend either staircase.

Lead Matt up the stairs and closer to the railings in the distance, near the edge of the ship, until the next wave comes. Return the way you came to cut the Zin down as they round the corner in a large group. This is a prime opportunity for a Multi-Kill bonus. The first wave comes from the left (as viewed after you turn around). Next is a lull, followed by two large groups emerging from the doors on the right. Cross back over the bridge, and cut the approaching Zin off on the right. A couple of rockets should take care of them, but you may need to stomp the severed Murderbot torsos before they slip past you.



Fire a pair of rockets at each group of enemies as they approach the top of the stairs.



The next wave exits from two doors on the right-hand side.

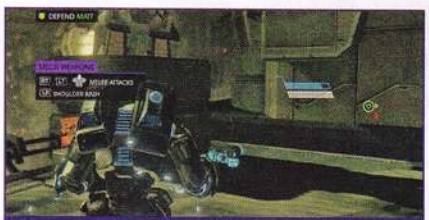
DETERMINED CRAWLERS

Keep your eyes peeled for the torsos of fallen Murderbots that haven't yet been destroyed. The severed torsos continue to drag themselves along the floor toward their target with horrific determination. The railings that line the edge of this area of the ship can make spotting the crawling Murderbots difficult, so you're going to have to watch for the red target icons and listen for Matt's screams.

Return to Matt's position, and allow your rockets to cool down, as several Void airships are set to attack. It only takes a single rocket to down a Void, but you must allow the rockets to cool down after firing two or three shots, or else they'll overheat and be no good to you. Shoot down the half-dozen Voids that appear, then stomp open some crates and collect the repair capsules before the next wave of Zin attacks from behind you.

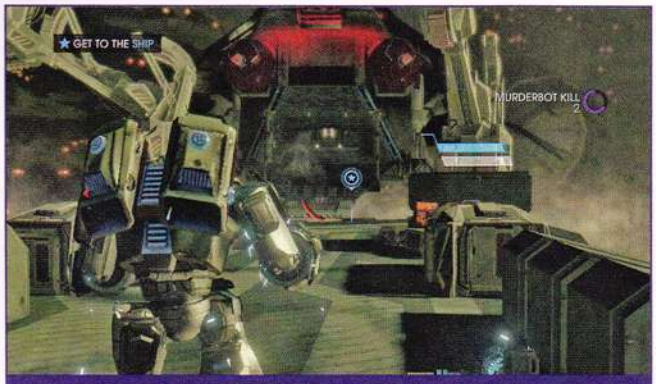


Allow for a brief pause between each rocket you fire to keep from overheating.

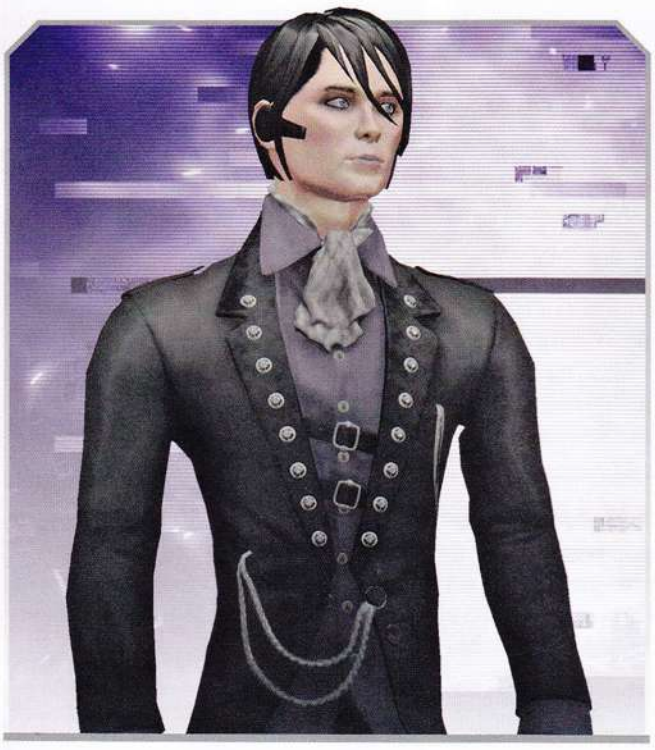


Gather up some repair capsules as soon as your weapons go on the fritz.

Let the Zin make their way to the bridge, then open fire with your cannons and rockets to make quick work of them. Unfortunately, Matt's jerry-rigged firearms don't last forever and go on the fritz before you can finish off the Zin. Use the ground pound and stomp attacks you used to get this far to fend off the approaching aliens until Kinzie and the ship come to rescue you. Listen for Kinzie's signal, then turn tail and run to the ship.



Dash past any remaining aliens to reach the ship as it docks at the platform.



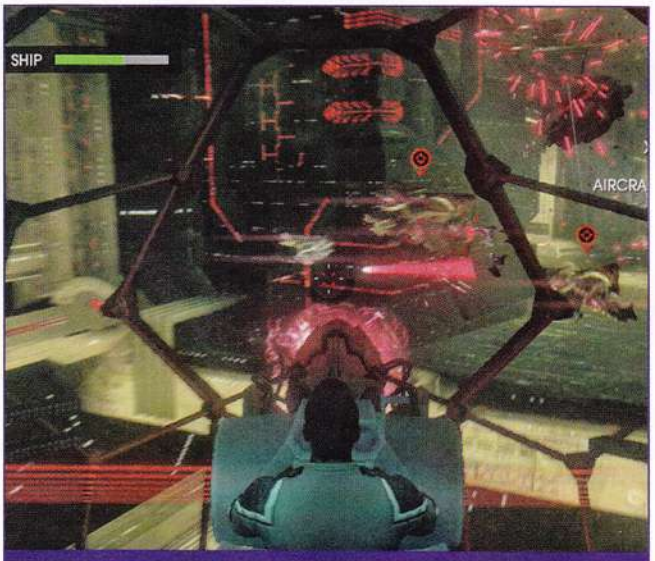
MATT MILLER, ASSISTANT TO SPECIAL LIAISON ODEKAR

Matt Miller first met the Saints as the adversarial head of the Deckers gang. After you soundly defeated him, the computer genius fled to his English homeland, where he not only won amnesty but a position with the country's spy network. Now an MI6 agent, Matt acts as Asha Odekar's handler, overseeing her field operations—from a safe distance, of course.

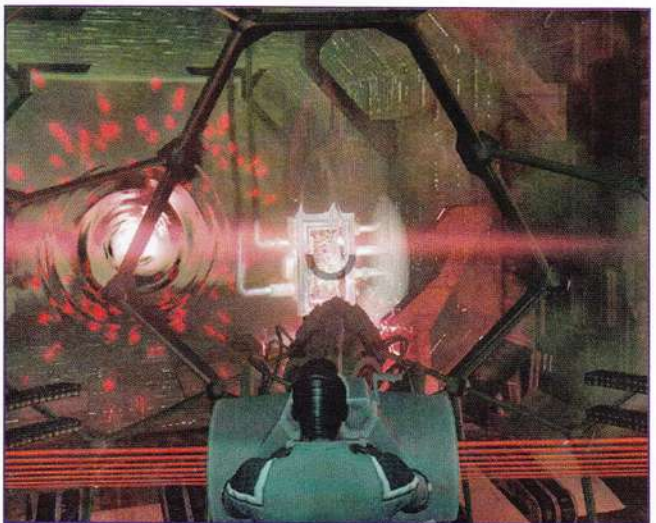
DEFEND THE SHIP

It's Kinzie's turn to pilot the ship away from the Zin, thereby leaving you and Matt to use the ship's turret cannons. Open fire on the Zin aircraft that pursue the ship. Fire in short bursts to avoid having the guns overheat, and try to knock out as many of the smaller craft as you can. The turrets are awfully squirrely, so don't feel bad if you only down a couple enemy craft.

Eventually, a much larger enemy battleship begins pursuing you. Your shots cannot hurt it as long as it has its shields up, so try to ignore it and continue to fend off the smaller ships that are actively firing at you. The battleship takes an alternate path and soon reappears behind you, only this time it begins charging a death ray. Kinzie then slows the ship down near a heavy door. Immediately target the panel to the right of the battleship. It takes some time to destroy it, but this eventually lowers the heavy gate behind you, shielding the ship from certain annihilation.



Focus on shooting as many of the smaller aircraft as you can, as you can't harm the battleship.


Kinzie is directionally challenged, so heed this advice: shoot the panel on the RIGHT!

ANOMALOUS READINGS

Kinzie: I think the Zin are tracking you. Be careful, and watch your back.

FIND THE READING'S SOURCE

OBJECTIVE REWARD

XP	CACHE
2,000	4,000

Kinzie picked up strange readings originating within the Simulation and thinks you're being tracked. Zinyak is likely enraged by your rescue of Matt Miller, and there's no telling who—or what—he's sent to punish you for your crime. Return to the Simulation, and prepare for battle! You won't be given your choice of Gateway and cannot cancel this mission in favor of another one.

KILL THE WARDEN

The second you exit the Gateway inside the Simulation, a shield-cloaked Warden with a mighty Stomp attack falls from the sky . Its Stomp attack sends out shockwaves of energy that bounce you into the air, so it's important to use your Ninja Reflexes to reposition yourself in the air and land on your feet. The Warden broadcasts this attack by leaping into the air and dashing downwards at the ground with great force. You can Super Sprint away from the attack or leap high into the air to dodge it, but it can be difficult to avoid it all of the time, given the Warden's tendency to move around so much.



Hit the Warden with Fire Blast, then shoot it in the head.

The Warden's shield repels your gunfire, so you're going to have to stun it with either a Blast attack or by using Telekinesis to throw a car or other object at it. One direct hit with a thrown car stuns the Warden for several seconds and renders its shields inoperable. Follow the attack with an immediate blast from a rocket launcher or other high-powered weapon. Keep after it and continue using Telekinesis (or Fire Blast) paired with your best heavy weapons or upgraded SMG to drain it of health.



The same car can be thrown multiple times, despite being on fire.

Dive into the Warden when prompted, and rapidly tap the corresponding buttons that appear on the screen. It's going to become more and more difficult to win these finishing move struggles as you continue to battle Wardens, so be ready. It's important to immediately get a fast start on the button pressing. Defeating this Warden unlocks the **Stomp** power.

COMPLETE STOMP TRAINING

Kinzie wastes no time in creating a training program for you to test out your new Stomp ability. Stomp creates a massive shockwave that knocks back enemies, inflicting tremendous harm on them. You can perform this move while standing on the ground or as a Super Stomp by leaping into the air first. Kinzie spawns multiple stationary Zin. Try using Stomp to decimate them with the might of your foot!



It only takes a single Stomp attack to send multiple Zin flying like ragdolls!

Continue using Stomp to wipe out the Zin, the Zin with ZTek Force Shields, and the Zin vehicles. You can also use Stomp to collect Data Clusters that have been embedded into the ground. Look for the shimmering cracks in rooftops or sidewalks, then use a Stomp attack to bust the Data Clusters free.



Stomp doesn't care if a foe has a shield or a hovercraft: it's the honey badger of super powers.

Lastly, you can use Stomp to disable a Warden's protective shield. Run up to the Warden and Stomp the ground to knock its shield off, then open fire with your guns. Stay on the move against this training Warden, as it routinely pounds the ground and attacks with its own version of Stomp.

STOMP THE FISSURES

Be on the lookout for cracked surfaces like this, since these contain additional Data Clusters. Some Data Clusters can only be collected with the use of Blast, Telekinesis, or Stomp, so be sure to look for them.

SIDE QUEST: OBEY (AGAIN)

- Clear out Zin troops.
- Initialize Virus Injection.
- Disrupt the system.
- Meet CID on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,900	8,000	Outfit—CID Suit

CLEAR ZIN TROOPS





CID has identified a Flashpoint that he wants taken care of. Utilize the Gateway that will put you closest to the Wesley Cutter Intl airport area in the northeast corner of Steelport. Leap to the top of the terminal building, equip your preferred weapon, and ready a Fire Blast to launch your attack. It's almost always best to attack from an elevated position, and this is no exception to the rule, especially now that you have the Stomp ability! Leap down at the remaining Zin, and Stomp them into oblivion.

UPLOAD THE VIRUS

As this may well be your first visit to Camano Place, take a minute to collect the many, many Data Clusters scattered throughout the area. The Virus Injection survival fight takes place on an abandoned lot near the chemical facility. This Activity features three waves of Zin, many of which arrive riding the flying motorbikes called XORs. You're a sitting duck on the ground, so use your Freeze Blast to knock a XOR out of the sky, shoot the rider for a Shatter Kill bonus, then climb aboard and take the fight to the rest! Target the individual Zin on each of the XORs, or go for the explosive kill by firing at the XOR itself. If you'd rather stay on the ground, consider using the Freeze Blast and Stomp abilities together. Freeze a group of enemies as they exit a vehicle, then unleash a Super Stomp to shatter the foes in one move. Watch your health closely, and close any present Portals if you begin to feel overrun. The three waves contain five, six, and eight Zin, respectively. As always, any remaining Zin are automatically deleted once you've completed the final wave.



DISRUPT THE SYSTEM

It's time to participate in your first Telekinesis Mayhem event. Spend your Data Clusters on all of the available Telekinesis upgrades your rank allows, and get ready for three intense minutes of pure Telekinesis Mayhem! The goal of this Activity is to hurl the numerous Mayhem spheres at as many cars, signs, and people as you can to inflict as much damage as possible. Although you can only pick up one Mayhem ball at a time, you should keep several rolling into cars and other objects simultaneously to maintain the combo. Use the ball you're holding to knock other Mayhem spheres into cars and pedestrians to keep the combo going. Also, if there are plenty of parked cars and pedestrians nearby, you can use the sphere like a steam roller. Simply hold onto one sphere and sprint down the sidewalk wreaking havoc on everything in sight. The balls spawn randomly throughout the Simulation, so stay on the move and use the minimap to hunt down police targets and look for busy intersections—wider streets have more traffic!

Grab the nearest Mayhem ball you see, and head south toward the large Y-shaped intersection near the starting point. This is a great place to begin scoring points, as it has numerous Mayhem balls and plenty of ways for the police to come to you. Alternate between this position and the gas station down the road, and try to keep multiple balls grouped together so you can boost your combo higher and higher. This is a challenging Activity, so consult the additional tactics outlined in the "Going for Gold" chapter.

MEET CID ON THE SHIP

Return to the ship and locate CID in his storage area. He's not done giving you Side Quests, but he does have an impressive outfit to reward you with. Visit the Gateway Wardrobe to try on your newly acquired CID Suit.

SIDE QUEST: GATEWAY

- Kinzie needs to talk to you on the ship.
- Hack the Friendly Fire in Bridgeport.
- Hack the Rim Jobs in Arapice.
- Hack the Rusty's Needle in New Baranec.
- Hack the Let's Pretend in New Baranec.
- Hack the Planet Zin in Salander.
- Initialize Virus Injection.
- Meet Kinzie on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,300	4,500	Gateway—East Carver Island

MEET UP WITH KINZIE

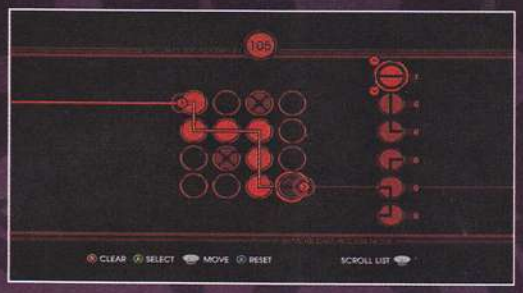
Kinzie is downstairs in her beanbag chair, tapping away on her laptop. She's discovered that every time you Hack a store, she can extract pieces of data that can be used to open another Gateway. She's got a whole assortment of stores lined up for you to Hack. Crack their locks, then upload a virus into the system to gain another Gateway.



HACK FRIENDLY FIRE

Return to the Simulation, and make your way to Bridgeport to open up another Friendly Fire. Connect the Hacking Nodes directly across from left to right, then turn upwards to complete the circuit. This is a fine opportunity to top off your ammo, make upgrades to the Bounce Rifle, and purchase additional damage upgrades and (if you have the Cache) the Full Auto upgrade for the Semi-Auto Shotgun. This is also a great time to customize your weapons with the various skins that are available free of charge.







HACK RIM JOBS

Collect the Data Clusters you find en route to Arapice Island. The Rim Jobs you seek is located near the chemical storage facility. Hack the door to gain access. The next two stores you're going to Hack are located to the south, in New Baranec.

HACK RUSTY'S NEEDLE

This is where hacking begins to get a bit more difficult. You need to make the current travel to the lower right corner, but you only have two horizontal Hacking Nodes to make it happen. Step the current down in a zigzag pattern around the corruptions to make it work. Once inside, take a moment to purchase some ink. Tattoos are an inexpensive way to give yourself some individuality. Be sure to personalize your tats by adjusting the opacity and color (when applicable).

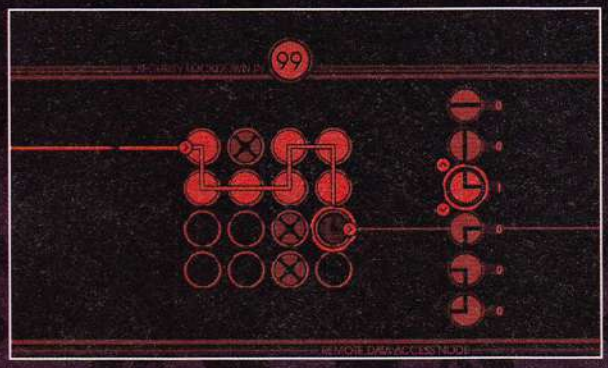
HACK LET'S PRETEND

Guide the current below the two corrupted nodes and back up to the upper right corner to complete the circuit. The Let's Pretend shop is a costume store that allows you to dress up in an array of wild costumes and masks. There's no limit to the level of absurdity available for purchase—and the crazier you go, the more XP you'll earn for making the purchase! Go ahead and make a purchase; there's a Planet Zin up next, so if you don't like what you select, you can always buy something new in a couple of minutes.

HACK PLANET ZIN

The crisscrossing of Steelport's west side provides you with plenty of opportunity to collect your 500th Data Cluster without having gone too far out of your way. You don't need to have found this many so far, but it's a good barometer, and having done so means you can effectively have purchased nearly every upgrade available to this point.

The Planet Zin in Salander is a tricky store to Hack, as you only have one horizontal Hacking Node. Guide the current beneath the corrupt node, then up and to the right before leading it straight down to the exit. Remember that the various elbow pieces can be used together to advance laterally.



UPLOAD THE VIRUS

Call in support from your Homies for this three-wave Virus Injection event. The enemies are going to primarily consist of cops arriving in cars and on motorcycles, but several predalien Zin emerge from access Portals, as well. Depending on the purchases you made at the Friendly Fire, this could be a very fun battle in which to experiment with different attack styles. Upgrades to the Bounce Rifle alone can net multiple kills with each shot fired. Combining Freeze Blast and the rocket launcher can make quick work of the cops, as well. The three waves consist of 10, 15, and 20 enemies, respectively. Super Sprint back and forth to vacuum up the Health Orbs as you continue to hurl Blast attacks and bullets at everything that moves.



MEET KINZIE ON THE SHIP

Kinzie is at the computer terminal in the room, standing by the pods that connect you to the Simulation. She'll be able to unlock another Gateway for you as soon as you speak to her.

TEST YOUR METTLE IN SUPER POWER FIGHT CLUB

OBJECTIVE REWARD

XP	CACHE
750	5,000

It's a good idea to take some time after gaining the Stomp power to complete several optional Side Quests and hunt down additional Data Clusters. The Super Power Fight Club prohibits firearms from use and tests your ability to defeat numerous enemies with just your powers (Blast, Telekinesis, Stomp, etc.). Take some time to ensure that you've acquired all of the available powers and abilities that are possible through Rank 22 or higher. Even though it is not necessary to complete Super Power Fight Club, doing so can certainly help you earn a silver or gold medal.



ZIN AND CID TOGETHER

Be on the lookout for Zin that have a black CID companion, as the latter provides the Zin with a protective shield, not unlike the ones that Wardens utilize. If you see such a pairing, target the CID immediately!

GO TO SUPER POWER FIGHT CLUB

Make your way to the Salander neighborhood (select the Gateway in Brickston if coming from the ship) to enter the Super Power Fight Club event. This instance of Fight Club pits you against Nyte Blayde, a popular comic book character from *Saints Row: The Third*. But before you can fight Nyte Blayde, you must defeat two other waves of enemies first (and a Genki Girl).

The battle consists of three waves of enemies, the first of which contains seven thugs with guns. You can't use any firearms yourself, so hit them with Freeze Blast and Stomp attacks, or shatter them with melee attacks. You can kill these enemies with a single strike while they're frozen; otherwise, you'll need to hit them with multiple Fire Blast attacks. Striking an enemy that's on fire not only sets you ablaze, but wastes precious time, as well.



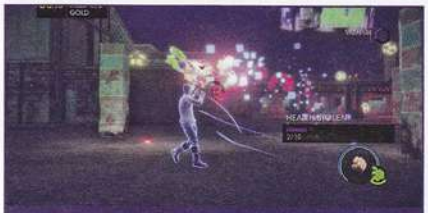
Use Freeze Blast to stop opponents in their tracks.

The second wave contains four enemies that are on fire, carry guns, and possess the very same Telekinesis ability that you have. It's important to avoid getting too close to them, or else you'll get burned. Instead, hit them with the Freeze Blast, then run in for a Shatter Kill.



Put out their fires with a Freeze Blast!

The third wave consists of Nyte Blayde and a Genki Girl. Unlike the previous waves, you only need to defeat Nyte Blayde in order to complete this one. The Genki Girl will attack with her Tentacle Bat if you let her get close, but she can't hurt you from afar. Try to ignore her and focus your attacks on Nyte Blayde instead. If she attacks, hit her with Fire Blast, Telekinesis with Life Steal, or Stomp to knock her away.


Hit her with a Fire Blast, then suck the life out of her with Life Steal!


Set him on fire, then give him a swift kick in the backside!

Nyte Blayde attacks with a potent energy projectile as well as his trademark electrified sword. The safest place to be when fighting Nyte Blayde is, surprisingly, right up close to him. Continue to punch and kick Nyte Blayde to nullify his attacks and interrupt his sword slashes. Nyte Blayde has very strong defensive abilities and won't always be affected by Stomp attacks. Similarly, your other powers are also unlikely to inflict much damage. You won't have a melee weapon to use in this fight, but your fists and feet make for good substitutes. Continue hammering away on him to win the gold medal!

SIDE QUEST: OBEY (ONE MORE TIME)

- Explore the Rift.
- Clear out Zin troops.
- Win Zinyak's favorite game show.
- Meet CID on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,400	12,500	Telekinesis Element—Lightning

EXPLORE THE RIFT

CID needs you to destroy the firewall towers within the Rift located in Henry Steel Mills. This Telekinesis Rift is one of the more challenging Activities you'll face and can be quite difficult if you haven't played the easier Telekinesis Rift yet. The goal is to use your Telekinesis ability to hurl similarly colored logic bombs at the targets. It starts out easy enough, since the first three target areas each have no more than four towers. The Zin fire a constant barrage of logic bombs at you as you progress through the Rift. Your biggest challenge is staying alive, though you do regain health by chaining together multiple logic bomb attacks without being hit. Nevertheless, you must catch and throw the logic bombs as quickly as possible to avoid being hit. If you don't see a valid target within a second of catching the logic bomb, just throw it away and catch the next one.



There are five target areas, each with progressively more and more targets for you to hit, ranging from three to 13. You need to move fast to catch and release the logic bombs as quickly as you can, else you'll be bombarded with enemy attacks. It takes two direct hits to destroy a target, which you can do by lining up the white targeting dot in the center of the screen with the targets. Not only does the multiplier go up 5x (to a maximum of 10x) for a direct hit in the center of a target, but you can score dramatically more points for direct hits, up to 15,000 for inflicting the fatal blow with an active 10x multiplier. The combo drains 1x per second, so you need to avoid errant shots. Fortunately, the combo bonus does not drain while moving from one target area to the next. The "Going for Gold" chapter contains additional coverage of this and other Telekinesis Rift events.

CLEAR ZIN TROOPS

CID isn't just interested in having you disrupt the Simulation: he wants to lead you on a tour of Steelport! This Flashpoint is located in the far southwestern corner of the city, in Port Pryor. You should have little trouble collecting at least 50 additional Data Clusters on your way there. Once at the Flashpoint, open fire with the Abduct-O-Matic from atop the ledge overlooking the Flashpoint, then leap down and finish off the others with the Tentacle Bat.



WIN M.O.M.

This installment of Genki's M.O.M. is by far the most difficult one, since it features six target areas that all contain four to six targets. It's vital that you get off to a fast start by bringing a car with you into the alley toward the blue target, and then using the Genki object there to toss it through the well-hidden pink target in the side alley. Save the green target atop the roof for last. Memorizing each target area's layout is key for those trying to obtain a gold medal, as is having all of your Super Sprint and Combat upgrades unlocked. The target areas are quite far apart, and there are a lot of hostiles at each location—you need to move fast and then be able to withstand gunfire and other assaults without being knocked around. Use the minimap, and try not to panic or grab too many incorrect objects when playing this event. It's not hard to earn a bronze or silver medal provided you remain calm and methodical. Unlocking a gold medal, however, requires precision and a great memory. You can find detailed tips for each target area in the "Going for Gold" chapter.



MEET CID ON THE SHIP

Return to the ship and talk to CID to receive the Lightning element for Telekinesis. When selected, this added element causes bolts of lightning to leap from the object you're holding with Telekinesis and shock others nearby. This allows you to grab a car and wave it like a wand over enemies, shocking each of them with powerful lightning. Throw whatever you pick up to unleash a ball of lightning! Completing this mission also unlocks the "Machine Man" Achievement/Trophy.

SIDE QUEST: THE PLEDGE

- Meet Matt on the ship.
- Clear out Zin troops.
- Hack the Friendly Fire in The Grove.
- Carjack the data.
- Meet Matt on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,500	4,500	Collectible Finder

MEET MATT ON THE SHIP

Matt is located at the rear of the ship, beyond the area with CID and the other two rooms. Head down the stairs or leap over the railing to talk with him. He wants to familiarize himself with the Simulation by studying the code as you interfere with the programs. The Collectible Finder he's going to give you is excellent payment.

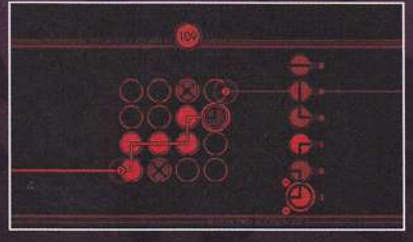
CLEAR OUT ZIN TROOPS

Use the Brickston Gateway to return to the Simulation, and head north a short distance to the Flashpoint that Matt has identified. Try out your new Telekinesis element (if applicable) or upgraded Bounce Rifle attacks against the Zin. The Flashpoint is atop a roof, so you can't get the drop on them from above, but you are more than capable of dismantling this batch of Zin in any number of ways.



HACK FRIENDLY FIRE

Destroy the Golden CID in the area to remove your Notoriety before making your way to the Friendly Fire. Hacking is much easier when you're not being shot at! Hack the gun shop by linking the current from the lower left to upper right corners. Use the lone horizontal piece directly above the corrupt node on the bottom row to reach it. Top off your ammo in the shop, and purchase some extra upgrades. This is a fine time to upgrade the charge time and recharge rate abilities for the Abduct-O-Matic. You can even give the Tentacle Bat the ability to knock back vehicles with the Car Crusher upgrade.



GO TO THE LOCATION

The target vehicle is located in the Sunset Park neighborhood. Unlike the previous Virus Collection instances, there are actually three identical Chrome Rattlers being driven around—you can collect any one of them. The cars are driven by alien police, so don't expect to carjack the vehicle as easily as you have in the past—you'll at least have to throw a punch or fire a shot or two to get the car cleanly. The Zin are going to send their hovercrafts after you, but the Rattler's electric motor can easily outpace most cars on the road. Just follow the GPS, and deliver the car to the designated location in Henry Steel Mills.



MEET MATT ON THE SHIP

Use the nearest Gateway to return to Matt. The Collectible Finder he gives you populates the minimap with icons for Data Clusters, Zinyak Statues, Text Adventures, and Audio Logs whenever you are in close proximity to them. Use this device (and the accompanying maps in this guide) to find every one of the 1,000-plus collectibles in Steelport!

LOYALTY: NYTEFALL

- Join Matt's adventure

SIDE QUEST REWARD

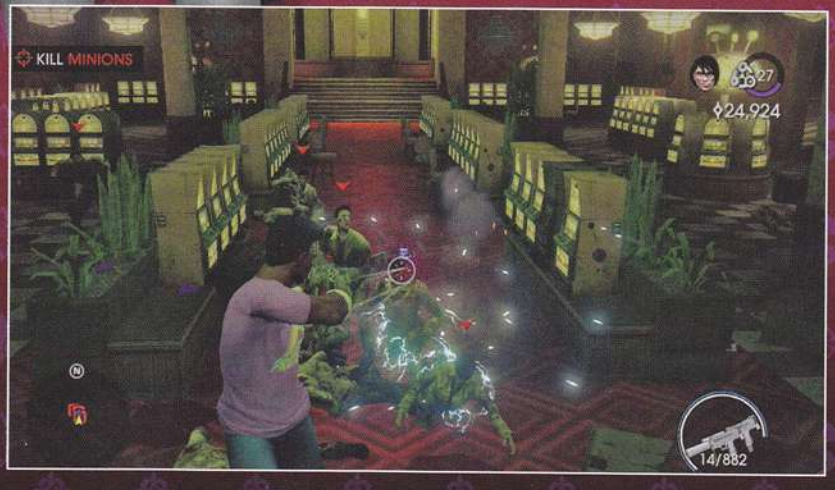
XP	CACHE	OTHER
1,000	2,000	Super Homie—Matt Miller



MEET MATT MILLER

Matt Miller is waiting for you at the Three-Count Casino in Port Pryor. Use the nearest Gateway (probably Bridgeport) and head to the casino to help Matt—and the world's greatest vigilante—in a simulation wholly separate from Steelport. Although your super powers won't work inside Matt's simulation, you'll retain access to both your guns and their upgrades.

A horde of undead zombies is rapidly swarming the casino. Stick close to Matt, and unload on the zombies with your guns. Dual SMGs with Lightning Shots are particularly useful, as is a fully automatic shotgun. Charge toward the approaching zombies while reloading your weapons, then backpedal while opening fire. Keep an eye on the minimap and the red enemy icons on-screen to know where the next wave will be originating from. Continue to mow down the minions amongst the slot machines while Matt educates you in the finer points of Nyte Blayde fan fiction.



LEAVE THE CASINO

The one and only Nyte Blayde is on his way to meet you and Matt outside the casino. Nyte Blayde knows that the Cardinal, his arch-nemesis, is on the move and wants your help in tracking him. Exit the casino, and climb behind the wheel of Nyte Blayde's car (parked on the left). Nyte Blayde peels away in his motorcycle—follow him, but don't get too close, or you'll alert the Cardinal.

FOLLOW NYTE BLAYDE

Keep close to Nyte Blayde as he leads you through the city. A timer appears if you fall too far behind. Accelerate to catch back up to him, and stay within the red radius that appears on the minimap if you get too far behind. A red and white sedan soon pulls out behind Nyte Blayde shortly before three other identical cars arrive from the opposite direction. It's an ambush! Leap out of your car, grab the rocket launcher, and open fire on the parked cars. One powerful rocket aimed at the center of the Cyprian Order's cars can kill the entire group of enemies in one fell swoop.

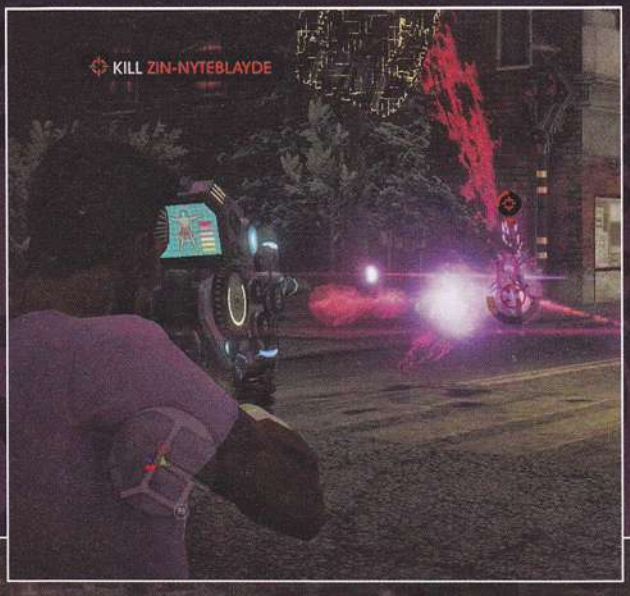




KEEP FOLLOWING NYTE BLAYDE

Get back in the car, and continue to follow Nyte Blayde as Matt reveals the origin of Nyte Blayde, AKA Franklin Nyte, and the reasons why the Cyprian Order are now fighting Nyte Blayde even though they share a common enemy in the vampires.

Continue through Steelport to the church in Brickston (or this version of it) to discover that the Nyte Blayde you were following was a mere puppet controlled by Zinyak. Reach for the rocket launcher yet again, and open fire on Zin-Nyteblayde before he kills Matt. Zin-Nyteblayde has a gun and swords, plus he can even use Telekinesis to hurl cars and other objects at you like the Wardens do. Hold your ground and keep firing on him with your weaponry. He might leap to the top of the church, but you can continue to attack him from the street. Attack the nearby pedestrians and any Cyprians that show up if you need some extra health; otherwise, continue to fire at Zin-Nyteblayde. You won't have your super powers (including Super Sprint and Super Jump), so start running early if it looks like a car is about to hurled your way.





Kinzie: Don't get your hopes up.

FIND JOHNNY GAT

OBJECTIVE REWARD

XP	CACHE
2,000	4,000

You were able to bring back one of your Homies, and you're now ready to free another. Kinzie has found someone trapped inside another simulation—an airplane—but doesn't know which of your colleagues and friends might be on there. The Boss is convinced it's his best friend Johnny Gat, but Kinzie isn't so sure. There's only one way to find out. Make your way across the city to the Broken Shillelagh bar, and head inside. All of Zinyak's sub-matrices are hidden inside the Broken Shillelagh, so expect to revisit this place often as you continue to try freeing the remainder of your Homies.

SAVE JOHNNY GAT



Stay calm, and headshot on.

Your powers don't work inside this other simulation, but at least you have a .45 Fletcher pistol. Open fire on the enemies in the cargo hold of the plane as you move from cover to cover and advance. Weave through the area, past the cars, and around the crates toward the front of the plane. There is no minimap inside this simulation, so you must check behind you for enemies sneaking up on your six. Ascend the stairs, and continue on to the passenger area of the fuselage.

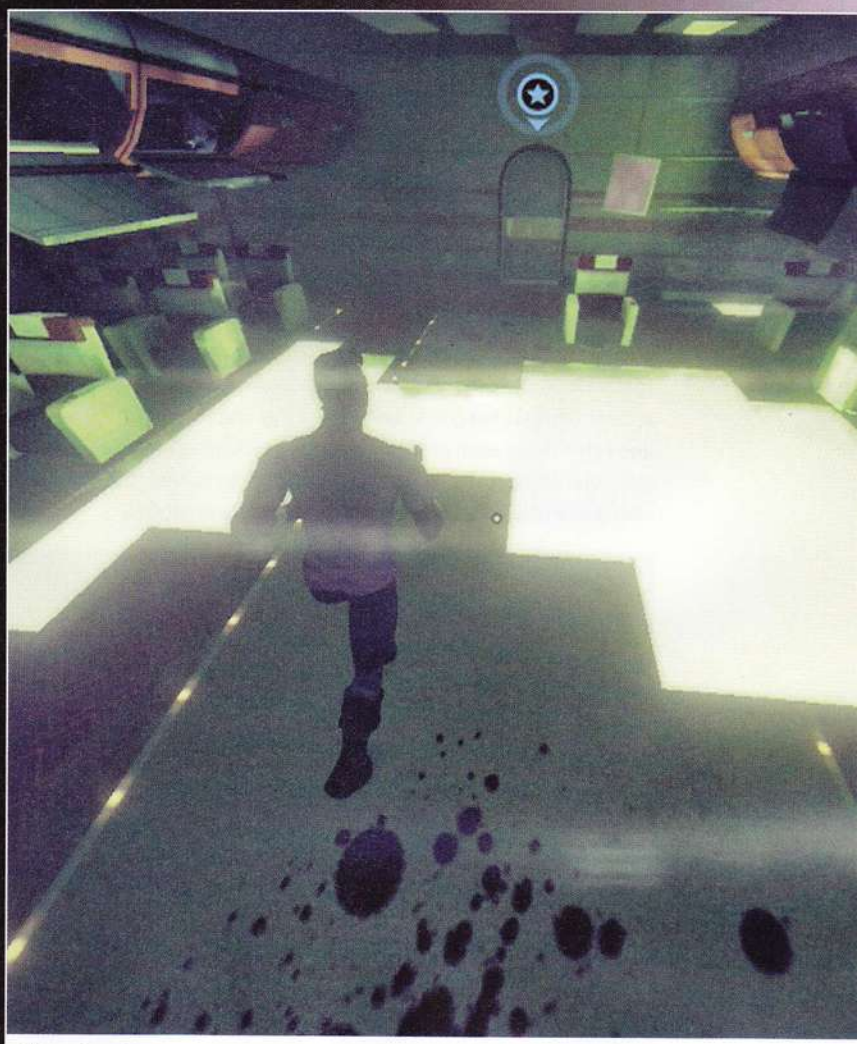


Each enemy drops at least one Health Orb.

Fight your way through the first two sections of the passenger area. Each of these cabins has two or three enemies that you can defeat with a couple of rounds (or a single headshot) from the .45 Fletcher. You should have enough combat and health upgrades at this point to be capable of withstanding a few bullets. Gather up the Health Orbs, reload your pistol, and push on to the room where Johnny is located.

SAVE SHAUNDI

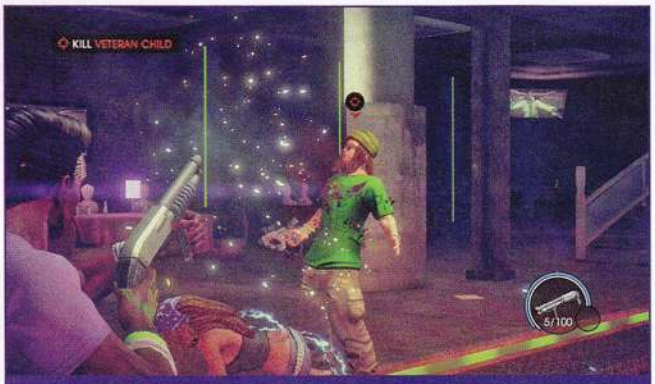
Johnny might be dead, but Shaundi isn't, and it's up to you to save her. Head back through the door you just came through to encounter a twisted, warped version of the plane. Carefully leap over the gaps in the floor, and advance to the next cabin. Snake between the rows of chairs to avoid the larger holes, and only jump where the gap is one square long to avoid falling into the abyss.



Without Super Sprint, you can only clear the narrowest gaps in the floor.

Continue through the second door to enter the upstairs of a nightclub completely separate from the plane. The simulation belongs to Shaundi, not Johnny Gat, and the sounds of her struggling downstairs can clearly be heard over the Cypress Hill beat (which, by the way, shares no relation with the Cyprian Order). Descend the stairs in the rear of the room to the middle level, loop around the balcony in a clockwise direction, and proceed to the main room below.

Shaundi is being held hostage by her ex-boyfriend, Veteran Child. Equip the Stun Gun, and fire it at Veteran Child. Don't worry about hitting Shaundi, as the current ends up shocking them both regardless. Veteran Child drops Shaundi for a few short seconds, giving you time to switch to another weapon. Grab the Deacon 12-Gauge, and pump him full of lead while Shaundi recovers.



Stun him first, then open fire with the pump shotgun.

Zinyak interrupts the trip down Memory Lane to introduce many, many more Veteran Childs. Shaundi helps herself to a machine gun and offers some assistance, but you'll have to do the heavy lifting yourself. These imposter Veteran Childs are far weaker than the one holding Shaundi hostage; it only takes a single blast from the pump shotgun to take each of them down. The more Veteran Childs you kill, the more appear. Kinzie is the first to understand this and Hacks you a weapon that can remove each one's code. Grab the Disintegrator from the crate that appears under the stairs, and start firing. Hold the trigger to charge the projectile and clear the room of Veteran Childs.



They just keep coming!

USING THE DISINTEGRATOR

Unlike some of the other alien or experimental weapons, this one fires as soon as the meter fills. Keep the crosshairs on the target as you hold the trigger down.



The Disintegrator has infinite ammo and can one-shot-kill most aliens.



SHAUNDI, DIRECTOR OF THE SECRET SERVICE

Coming a long way from her stoner roots, Shaundi has proven herself again and again as one of the sharpest, best-prepared members of the Saints. She uses her planning acumen and technical know-how to keep the President safe from their (many) would-be assailants.

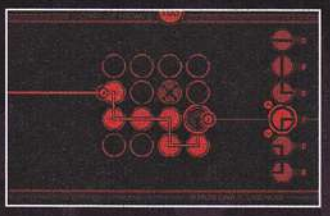
SIDE QUEST: WHITE RABBIT

- Hack the Image as Designed in Burns Hill.
- Hack the Nobody Loves Me in Ashwood.
- Hack the Rim Jobs in Ashwood.
- Hack the Friendly Fire in Salander.
- Hack the Rusty's Needle in Ashwood.
- Initialize Virus Injection.
- Meet Kinzie on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,300	4,500	Gateway—East Stanfield

HACK IMAGE AS DESIGNED

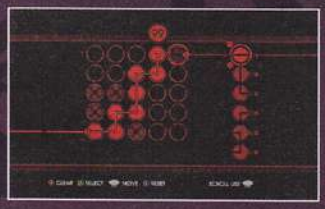


Use the Brickston Gateway, and head north to the Image as Designed cosmetic surgery clinic in Burns Hill. With only one horizontal Hacking Node, you'll need to use the turning nodes to snake down and up to reach the exit. Plastic surgeons allow you to completely alter your character's appearance. For a flat fee of 500 Cache, you can change facial features, hair, body type, race, and even the sex of your character. Have fun creating a new you!



HACK NOBODY LOVES ME

Time to unleash the outfit of your inner Goth. Hack the store by routing the current upwards to the top row and then all the way across to the exit using the four horizontal Hacking Nodes in a row. The Nobody Loves Me shop carries an array of clothes you won't find in Planet Zin or any of the more trendy shops around Steelport.



HACK RIM JOBS

Snake the current from the lower left-hand corner up to the upper right-hand corner, saving the horizontal Hacking Node for last. This grants you access to another Rim Jobs shop and gets you one step closer to taking full ownership of the Ashwood neighborhood.



HACK FRIENDLY FIRE

Sprint and leap westward to the Friendly Fire in Salander to Hack the next store for Kinzie. Guide the current below the corrupt nodes using the vertical Hacking Nodes, then step it back up to the top row on the right-hand side of the corruption. If you're completing the Side Quests in the order presented in this chapter, then this is a great time to access the Disintegrator you've recently unlocked and purchase your first upgrades for it. Upgrading the charge time and recharge rate of a weapon that deals one-hit kills is money well spent!



HACK RUSTY'S NEEDLE

The Rusty's Needle isn't far from the Friendly Fire. Guide the current up over the two corrupt nodes and all the way to the top row before descending along the right-hand column. Might as well get some new ink while you're here (or pay to have that tattoo you've come to regret painlessly erased).



UPLOAD THE VIRUS

Kinzie needs you to head to the western edge of Salander and hold off the Zin while she uploads the virus. This Virus Injection consists of just two waves. Use Lightning Telekinesis to grab the first cop car to arrive, then hurl it at the other one as the cops exit their vehicles. This is a great way to quickly complete the Arc Lightning Hits challenge. The first wave consists of just 10 enemies, and the second wave has 12. Put your upgraded Disintegrator gun to use against the solo cops arriving on motorcycle, and save your rocket launcher and Telekinesis Lightning for use against those in the cars or from Portals.

MEET KINZIE ON THE SHIP

Return to the ship and talk to Kinzie. She's again located near the computer terminals where you hook up to the Simulation. Your hard work has earned you a new Gateway in the northwest corner of the city.

SIDE QUEST: THE TURN

- Explore the Rift.
- Clear out Zin troops.
- Complete the race.
- Meet Matt on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,200	9,500	Outfit—Miller Suit

EXPLORE THE RIFT



Use the Sunset Park Gateway to reach the Rift located in Loren Square. This very lengthy Platforming Rift has two very tricky spots that, if done incorrectly, can make it exceedingly difficult to finish with a gold medal. The first of these trouble spots occurs immediately at the beginning. Leap down to the second platform but, before you leap to the third, be sure to carefully sprint a circular around the perimeter of the red bullseye in order to turn all of the wedge-shaped panels from red to blue. Leap to each and every platform following the first checkpoint. Continue on to the second checkpoint, then Super Sprint across the two pairs of platforms with the wedges. The trickiest part comes immediately after this section, as the platforms only become visible one by one as you are about to land on the following platform. Rotate the camera around your position, and slow your jump rate ever so slightly to ensure you don't leap before spotting the next landing. The platforms pop into view one by one in a serpentine path. Continue on to the finish, making sure to Super Sprint down the spiraling path past more than a dozen wedge-shaped panels. The final series before the finish contains several winding switchbacks; don't take any shortcuts!

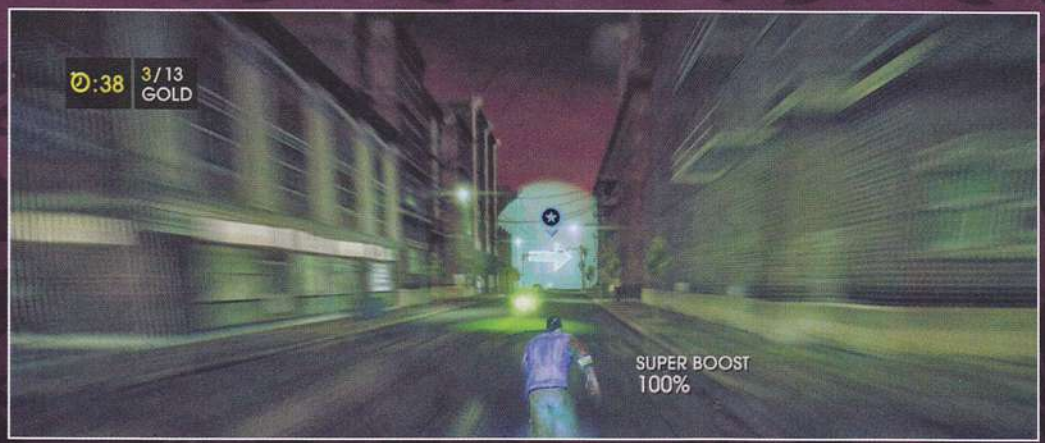
CLEAR ZIN TROOPS



Put your Collectible Finder to use as you make your way across the city toward the Flashpoint that Matt has identified. Land on the roof directly east of the Flashpoint, and open fire with your rocket launcher, Fire Blast, and Disintegrator to make quick work of the Zin milling around below you. Ignore the predalien Zin that emerge from the Portals until after you've cleared the Flashpoint.

COMPLETE A RACE

The next Blazin' Activity is located close by, in New Baranec. This course is fairly lengthy, but relatively straightforward. The complexity comes from the relatively narrow alleys that you must sometimes sprint through. There is also the threat of cutting it too close to the gas station en route to the seventh checkpoint. Give the fueling station a wide berth, since direct contact with the pumps causes you to be blown off your feet, catch fire, and waste precious seconds. Follow the Super Boost Orbs through the alleys toward the jump before the 12th checkpoint, and make a short hop to clear the building. The finish is atop the casino at the end of the main boulevard. Super Jump onto the casino's marquee, and Wall Sprint up to the roof.



MEET MATT ON THE SHIP

Return to the ship and speak with Matt Miller to receive your very own copy of his famed Matt Miller attire.

LOYALTY: GIRLS NIGHT OUT

- Help the Shaundis with their issues.



SIDE QUEST REWARD

XP	CACHE	OTHER
1,000	2,000	Super Homie—Shaundi

GO TO THUNDER PUMP

Head to the west end of Bridgeport, and meet up with the Shaundis at the Thunder Pump gas station on the corner. Old Shaundi heard from Young Shaundi that Veteran Child has somehow made it into your Simulation and is giving a DJ concert in the park. But before you go crashing the concert and shooting up the place, Young Shaundi wants to get an edge.

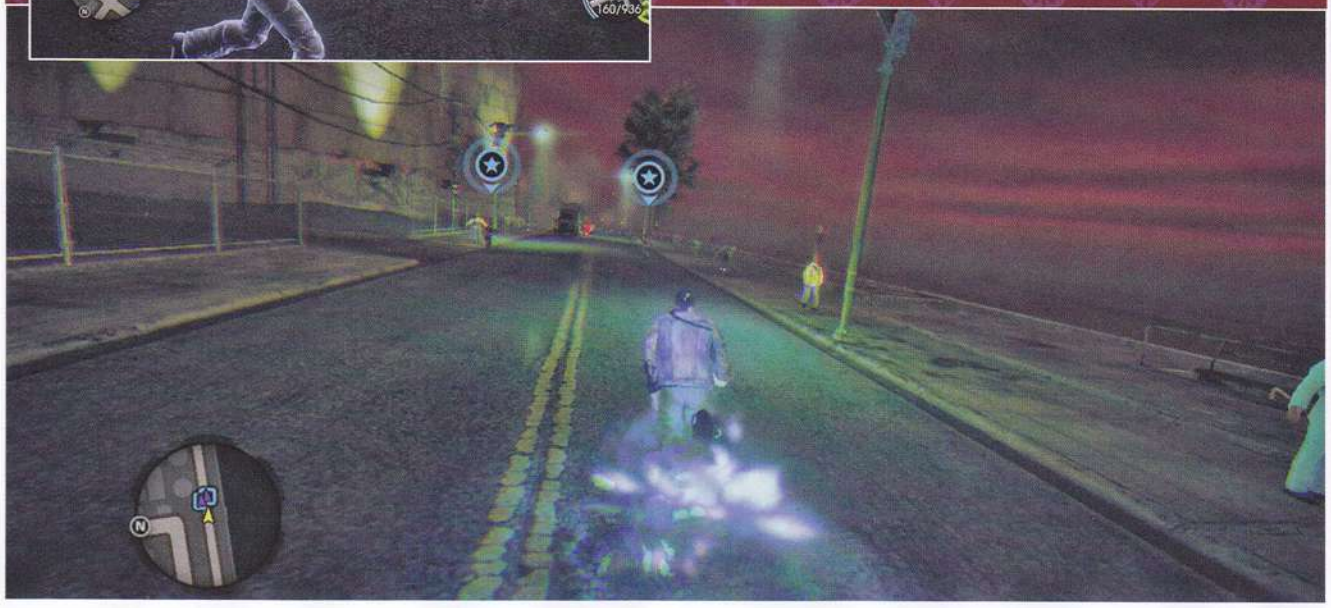
GO TO THE DEAL LOCATION

Take the car or run to the location marked on the minimap. Young Shaundi wants you to bust up a drug deal so she can score some good drugs, but you're going to have to deal with the dealer's guards first. Grab one of their green lowriders with Telekinesis Lightning to get your Arc Combo going, then hurl the car at the others. The Shaundis offer some assistance in dealing with the other guards. Eliminate the remaining henchmen to isolate the dealer hiding in the alley. One final bullet should be all it takes to score you and the Shaundis the narcs.



GO TO THE DEAL LOCATION

The first batch of drugs was just a cheap knockoff; you'll have to lead the Shaundis to another drug dealer. Head west along the south edge of Steelport to the location marked on the map. This particular drug gang is a bit more prepared for your arrival. Their guards are located atop containers and nearby walls, so it pays to utilize attacks with a wider spread, such as a shotgun or Fire Blast. Shoot the guards atop the walls, and hurl Fire Blast attacks at their cars in the street and behind the fence to set off a series of explosions. This should kill most of the remaining guards, allowing you to take out the dealer around the corner.



FOLLOW THE SHAUNDIS

The alien crank has given the Shaundis super powers, and now they want to race. Use your Super Sprint to follow the two Shaundis as they try to outrun one another en route to the park where Veteran Child is located. Don't worry about staying behind both of them at all times, as they will get separated. Just keep behind the leader so you don't make any wrong turns. The drugs you smoked affect your vision, making the Simulation appear even more glitched and warped than normal. Join the Shaundis atop the roof at the end of the race.



FIND DJVC

Leap down to the parking lot where Veteran Child has set up his concert, and immediately open fire on the horde of costume-wearing assailants. The Shaundis use their newfound super powers to aid you in the fight, but you can clear out most of the adversaries yourself with some well-aimed Fire Blasts and your dual SMGs.

The crowd of animal-people was just there to get the battle started. Veteran Child soon summons dozens of clones, each of which has super powers. The shield surrounding Veteran Child gets gradually weaker as you destroy each of his clones. Unfortunately, the remaining clones progressively get stronger as their numbers are reduced. Use the Abduct-O-Matic to eliminate several Veteran Childs with a single attack, then Super Sprint around the area to avoid the thrown cars while gathering up the Health Orbs that litter the area. The Shaundis continue to help you, but they can use your assistance, as well. Look for opportunities to perform Superpowered Beatdowns on Veteran Childs that get too close to them.





The few remaining Veteran Childs are each encased in a protective shield, much like the Wardens you've fought. Hit them with Freeze Blast to temporarily eliminate their ability to throw cars at you, then open fire with the rocket launcher or Lightning Shots.

The two Shaundis leave you to finish off the shielded clones while they focus on destroying the speakers. Once the shield is destroyed, join them at the DJ table to finish off the real DJVC. Approach the table, and press the button as shown on-screen to finish him.

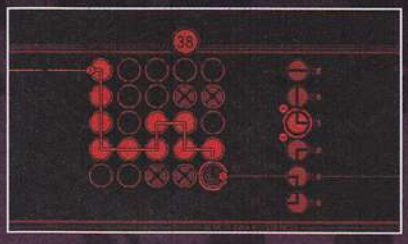
SIDE QUEST: WHITE LIGHT/WHITE HEAT

- Hack the Rim Jobs in Sunset Park.
- Hack the Planet Zin in Sunset Park.
- Hack the Rusty's Needle in Sunset Park.
- Hack the Friendly Fire in Loren Square.
- Hack the Image as Designed in Loren Square.
- Inject the final code.
- Meet Kinzie on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,300	4,500	Gateway—Central Downtown

HACK RIM JOBS



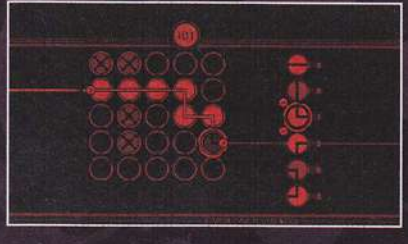
This is where the Hacking starts to get a bit tougher. Use the vertical Hacking Nodes to direct the current straight down the leftmost column before snaking the current over to the lower right corner. You'll have to actually direct the current upwards and back down in order to progress laterally, given the lone horizontal Hacking Node you have to work with.

HACK PLANET ZIN



Place the horizontal Hacking Node in the first slot, then snake the current upwards to two nodes above the corruption and then back down to the exit. This is a great time to get some new threads and buy yourself a little XP in the process, especially if you recently altered your look (or plan to) in the Image as Designed shop.

HACK RUSTY'S NEEDLE



Guide the current directly across to the right using three of the five horizontal Hacking Nodes, then step it down to the exit. Remember that you can use any Rusty's Needle location to remove the ink work you had completed at a previous shop.

HACK FRIENDLY FIRE

The Friendly Fire is just a block away from Rusty's Needle. This particular Hack isn't as tricky as the ones you've been dealing with. Step the current down to the third row before using the horizontal Hacking Node, then guide it back up to the top along the rightmost column.



HACK IMAGE AS DESIGNED

The challenging aspect to this Hack stems from only having two 3 o'clock corner pieces to work with. Guide the current down the left column, then over and up to the middle node on the right-hand column. Consider giving yourself a new haircut and shave, and perhaps some new makeup if not an entirely new body type.



UPLOAD THE VIRUS

There's only one target remaining in the eastern portion of Sunset Park. Head there as instructed, and hold off the Zin while Kinzie uploads the virus. This Virus Injection consists of three waves of fodder. Ready your Fire Blast, Super Stomp, and Telekinesis Lightning attacks for all manner of distorted pedestrians, cars, and mask-wearing thugs. A single Fire Blast attack with the Explosive Deaths upgrade can cascade across the street in a chain of eruptions that makes this a very easy upload to defend. The first two waves both have 15 enemies, while the third has 20.



MEET KINZIE ON THE SHIP

You know what you have to do. Return to the ship, talk to Kinzie in the control room, and bask in the sense of accomplishment that comes with your new Gateway. Now you can instantly return to the center of Steelport, right in the heart of the red light district under the freeway.

Kinzie: Pierce needs help. BAD.

RESCUE PIERCE

OBJECTIVE REWARD

XP	CACHE
2,000	4,000

Kinzie has worked up a cypher to help you access Pierce's simulation. Go to the Broken Shillelagh in Loren Square. CID soon meets you outside the tavern with a can of Saint's Flow—and some words of wisdom. Drink up, and head inside.

COLLECT GUNS

The Boss rushes into Saints HQ just as a gang of thugs in Saint's Flow costumes comes running down the stairs to attack. His apartment is infested with marketing gone bad! Grab your pistol, and start popping some tops off these cans to save Pierce.



It's got what Saints crave!

Head up the stairs and into the bedroom to collect the SMG from the crate in the corner. This can help you fend off the Saint's Flow cans you see now, but there's a bigger threat on the horizon. Pierce needs you to get the shotgun from the bar. Exit the bedroom, and try to stay on your feet as the giant hand outside on the balcony starts shaking the building. Grab the shotgun from the crate in the corner, and continue to blast away at the Saint's Flow cans.



Stay close to Pierce, and clear a path to the crate.

Cross the upstairs to the greenhouse near the balcony to collect the rifle. The assault rifle does help, but you're going to need to get the RPG from down by the pool. You can either descend to the lower floor, or head out onto the balcony and simply jump over the railing to save time. Get behind cover to avoid Paul's (AKA Mega-Can's) eye lasers as you go for the rocket launcher. Be sure to revive Pierce if he's downed before you start firing rockets.

Fire the rockets that came with the RPG directly at the Mega-Can's head, then rush the crate in the corner to get more ammo. Sprint back to the relative safety of the far side of the pool deck, fire the rockets, then retrieve more RPG ammo from the crate beneath Paul. Small-arms fire won't even scratch the giant enemy, so don't bother shooting him. Just keep utilizing the rocket launcher while making sure to avoid his mighty fist attacks.



Avoid the eye-lasers, and retrieve additional ammo from the crate near Paul.



Keep the rocket launcher handy, and aim for the eyes.

You'll eventually deliver a critical hit, causing Paul to swat you and Pierce onto the roof of the Joe Cola building. Pierce makes a run for the nearby helicopter while you continue firing rockets at Paul. Switch to the assault rifle and open fire on the cans that attack. Gun down the dozen or so smaller cans in order to gain another crate of rocket ammo.



Open fire as they come over the railing.

Stay on the move, and try to avoid the debris Paul hurls at you after the cans have been dispatched. Amongst the debris is a crate of ammo. Collect the rockets, fire them at Paul, and prepare for another wave of cans. Kill off the 20 or so cans that attack before you gather up the additional rockets. It should only take one or two more direct hits with the rocket launcher to knock Paul on his backside.



Don't hesitate to take a hostage if you get surrounded.

Kinzie has a plan that involves making you large enough to fight Paul in hand-to-hand combat, but first, you need to get to the island with the massive statue. Climb aboard the helicopter when Pierce lands, and fire the guns and rockets at Paul to get his attention. Pierce pilots the chopper while you continue to pepper Paul with munitions to make sure he stays in pursuit.



Keep the crosshair on Paul, and continue firing those rockets and guns.

THE EAGLE HAS LIFTOFF

Although you leave the flying up to Pierce, you're responsible for attacking Paul with the Eagle's weapons systems. Press the Fire Weapon button to fire the chopper's machine guns, and use the Zoom Look button to fire the rockets.

ENTER THE STATUE

Exit the helicopter, and run across the grass to the entrance at the base of the giant statue. Kinzie has altered the Simulation to make the statue come to life as a massive bucket-wielding robot, completely under your control. Kinzie makes sure you know about the Block button, but a constant barrage of attacks can keep Paul on the defensive and tilt the battle in your favor. Continue assaulting Paul with four swings of the mallet-like bucket on a pole. Maintain your onslaught, ignoring Paul's screams and Pierce's warning about the laser-eye attack. Just stay on the offensive, and look for the prompt to deliver the finishing blow.



Hold the Block button if Paul tries to backhand you.



The statue is capable of bringing Paul down with a four-swing combo.



PIERCE WASHINGTON, COMMUNICATIONS DIRECTOR

As the face of The Saints in their promotion and marketing, Pierce knows a lot about what folks want to hear. Therefore, he was the natural choice to oversee the flow of information coming out of the White Crib. Of course, his job would be a lot easier if the President cared about how they were perceived by their constituents.

SIDE QUEST: THE PRESTIGE

- Shut down the Hot Spot.
- Initialize Virus Injection.
- Hack the local Rim Jobs.
- Clear out Zin troops.
- Meet Matt on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,300	4,500	Blast Element—Mind Control

SHUT DOWN THE HOT SPOT

Use the Yearwood Gateway, and proceed on a northwest angle toward the Hot Spot Matt has identified. This particular Hot Spot has three generators that you must disable before you can bring the Hot Spot offline. Launch your attack on the Hot Spot by targeting the generator on the roof to the east of the Hot Spot first. Take out the lone alien on the adjacent roof, then use the cover of the other rooftop to pick off the Zin near the generator with the Disintegrator.



Tackle the generator atop the large floating platform next. Hit the Zin with a Freeze Blast, then Super Stomp the platform to shatter them. The third generator is located in the grass to the south of the Hot Spot and is likely unguarded—many of the Zin prefer to keep elevated positions. Destroy this third generator to disable the shield. There are at least a half-dozen Zin near the controller, but they'll offer little resistance.

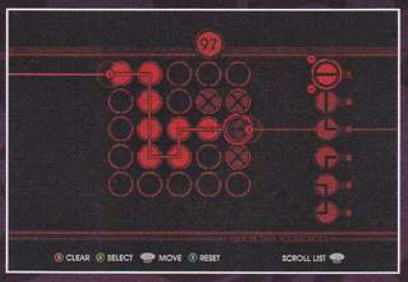


UPLOAD THE VIRUS

This Virus Injection contains two waves of 12 enemies each. The first wave consists entirely of standard Zin that you can deal with in any number of ways. The second wave has several Zin, but it also contains enemies riding in Asserts and XORs. Put one of your more accurate weapons to use, and snipe the Zin manning the turret of an Assert, then climb aboard. Use the Assert's nitrous to run over other Zin while you open fire at those flying in the XORs. Put your Freeze Blast and rocket launcher to work against the remaining Zin if your Assert becomes compromised.



HACK THE RIM JOBS



Use one of the three horizontal Hacking Nodes to bring the current to the second column, then descend three rows. This gives you room to use the elbow pieces to move laterally and back up to the middle row where the exit is. Use the other two horizontal Hacking Nodes to complete the Hack.

CLEAR ZIN TROOPS

The nearby Flashpoint is located on the ground, in a small park hidden amongst some trees. The Zin won't be able to see you from afar, so use your Abduct-O-Matic to quickly remove four of them from the scene. Maintain your distance, and use the Disintegrator to pick off the rest one by one.



MEET MATT ON THE SHIP

Leap up to the nearby rooftop in Yearwood to use the Gateway to return to Matt. Completing this mission brings Matt Miller's string of Side Quests to a close and earns you the Mind Control Blast Element. Mind Control causes nearby enemies to glitch out and fight for you! Completing this Quest also unlocks the "Paranormal Bromance" Achievement/Trophy.

SIDE QUEST: A WHITER SHADE OF PALE

- Hack the Planet Zin in Loren Square.
- Hack the Steel Mills Image as Designed.
- Hack the Steel Mills Rusty's Needle.
- Hack the Rim Jobs in Henry Steel Mills.
- Hack the Friendly Fire in Henry Steel Mills.
- Initialize Virus Injection.
- Meet Kinzie on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,300	4,500	Gateway—North Downtown

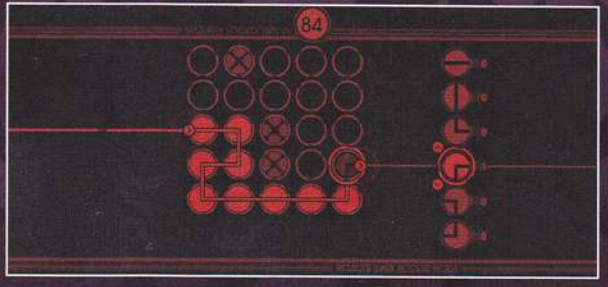
HACK PLANET ZIN

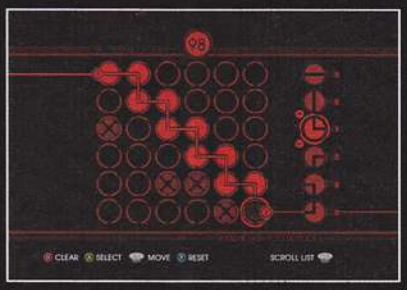
Don't miss the Zinyak Statue atop the entrance to Planet Zin in your hurry to Hack another store (though doing so may raise your Notoriety). As for Hacking the store, ignore the vertical Hacking Nodes and use all of the others to snake the current up and down beneath the lone corrupt node at the bottom of the grid.

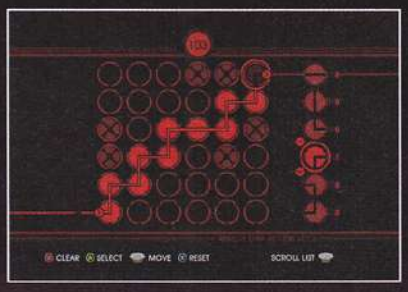


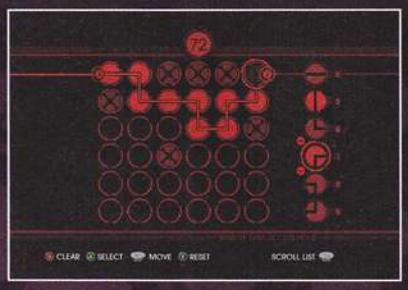
HACK IMAGE AS DESIGNED

Leap across the river to the north to reach the next shop Kinzie wants you to Hack. You likewise solve this one by directing the current through the lower portion of the grid as opposed to up and over the corrupt nodes. Consider using the clinic to alter the sex of your character or significantly change body proportions.









HACK RUSTY'S NEEDLE

Proceed due west along the riverfront to the tattoo parlor, and use the elbow pieces to step the current all the way down from one corner to the next. Note that the hacking puzzles now have six rows and columns each as opposed to just five. Start the solution with the lone horizontal Hacking Node.

HACK RIM JOBS

This solution is strikingly similar to the previous one, but now the current must travel from the lower left corner to the upper right corner. Use the horizontal Hacking Node in the center of the puzzle, located in the third row from the top.

HACK FRIENDLY FIRE

Hug the corrupt nodes as you begin to direct the current along the top of the grid. Drop down to the third row to travel laterally without the need for a second horizontal Hacking Node. Guide. This should be the only time the current moves away from direct contact with a corrupt node. Top off your ammo at the Friendly Fire (especially for your rocket launcher) before the next Virus Injection.

UPLOAD THE VIRUS

This is a great time to call upon one of your super Homies if you've already completed any of the Loyalty Missions. Use the Phone inside the HUB menu to give Matt and Shaundi a call so they can help you in this three-wave Virus Injection. Hurl your Mind Control Blast at the Zin that arrive in the Asserts, and watch as they turn their turrets at the other Zin. This is a great way to get Glitch bonuses and to complete the "Enemies Mind-Controlled" Challenge. Mind Control also works on enemies flying in the XORs during the third wave.

MEET KINZIE ON THE SHIP

Take a minute to gather up the huge amount of Cache spread across the ground as a result of the battle, then head south to the Gateway beneath the overpass. Kinzie has another Gateway ready for you—along with another Side Quest that grants you yet another Gateway in the future.



SIDE QUEST: SOMETHING TO PROVE

- Meet Fun Shaundi on the ship.
- Race through the system.
- Clear out Zin troops.
- Explore the Rift.
- Hack the Image as Designed.
- Meet Fun Shaundi on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,100	8,000	Stomp Element—Gravity

MEET FUN SHAUNDI ON THE SHIP



Fun Shaundi (aka SR2 Shaundi) is stuck in the Simulation and doesn't actually exist on the ship. It has to do with time-space continuums and, well, it's complicated. Anyway, the only way to speak to Fun Shaundi is via the intercom in the control room aboard the ship. Approach the terminal near the door to get the details on this next Side Quest from Fun Shaundi.

COMPLETE A RACE



Use the Sunset Park Gateway to return to the Simulation just a few blocks north of the Blazin' Activity. This Blazin' event is one of the easier ones in the Simulation. Follow the Super Boost Orbs through the first two checkpoints and down the road toward the stone bridge. Leap over the bridge to avoid the firewall inside the tunnel, but angle to the right—do not be distracted by the Super Boost Orbs on the road to the left! The route leads you through the heart of the city and back in the direction of the bridge you leaped over. Begin charging a Super Jump as soon as you pass through the sixth checkpoint, then leap and Wall Sprint up to the final checkpoint.



CLEAR ZIN TROOPS

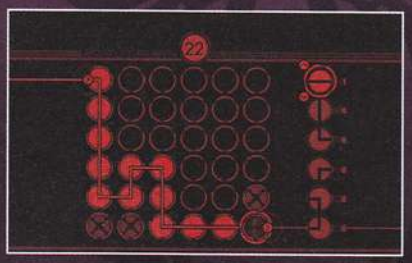
Follow the river northward to the Flashpoint that Fun Shaundi identified on the map. Fire a rocket or Blast attack at the Zin, then charge forward, leap into the air, and unleash a powerful Super Stomp attack to send them flying. Depending on your upgrades, and how close they are to the banks, some of the Zin may even be knocked backwards into the river! Finish off the rest before you have to contend with Portals, predaliens, and an enemy CID or two.



EXPLORE THE RIFT

It's time for another Speed Rift! This particular Rift is quite long, features several jumps, and has taller barricades that are worth more points when you smash through them. Some of the purple bits of data float above the track, requiring you to jump in order to reach them. There is so much data on the course in this Speed Rift that you can effectively activate Burst whenever it's ready and collect enough additional data while Burst is active to keep the combo going for quite some time. Five-figure Burst Bonuses are quite common on this course, provided you aim for the purple data and smash through as many barricades as possible. A gold medal can come pretty easily so long as you make all of the jumps and don't trip too often.

HACK IMAGE AS DESIGNED



There aren't many corrupt nodes to get in your way, but it's a bit tricky to get all the way across the grid with just three horizontal Hacking Nodes. Guide the current straight down the left column before bending it up and then down to the right. This allows you to use the three horizontal pieces to cross the lower row in the grid to the exit.

MEET FUN SHAUNDI ON THE SHIP

Return to the ship and use the intercom to talk with Shaundi. She's going to reward you with the Gravity element for the Stomp super power. When selected, Gravity Stomp causes those in the Stomp radius to be suspended in midair, unable to retreat or attack. Open fire on them as they float!

SIDE QUEST: PAYBACK

- Meet Shaundi on the ship.
- Disrupt the system.
- Race through the system.
- Clear out Zin troops.
- Complete training program.
- Assassinate rogue program.
- Meet Shaundi on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
4,500	18,000	Weapon—Murderbot Minigun

MEET SHAUNDI ON THE SHIP

The real Shaundi is alive and well aboard the ship. Talk to her in the upper walkway outside the control room to find out what she wants you to do. You can be sure that whatever it is, it's all about revenge.



DISRUPT THE SYSTEM

Use the Gateway in Henry Steel Mills to enter the Simulation nearest the Activity by the airport. Take a couple of minutes to collect as many Data Clusters as you can to ensure you have purchased every available Stomp upgrade, as this Mayhem event requires you to use nothing but your Super Stomp ability (the Duration upgrade, for example, isn't available until you reach rank 50, so you may need to come back for a gold medal). Link together as many short Super Jumps and Super Stomps as you can to keep the combo going. There's not a great deal of traffic around the airport, so gradually make your way south along the main road to Camano Place, where the narrower streets, gas stations, and dense traffic provides plenty of scoring opportunities.



COMPLETE THE RACE

Make your way clear across town to the Blazin' Activity in Salander, near the docks. This is a great opportunity to use the Collectible Finder to collect some of the many Text Adventures and Zinyak Statues that you may have overlooked prior to getting the device from Matt. As for the race, you're going to need to make several well-timed leaps over rooftops at full speed to ensure that you hit the checkpoints as efficiently as possible. Leap to the first roof near the second checkpoint, and immediately charge a Super Jump and Air Dash across the street to the third checkpoint without touching down. Weave through traffic en route to the river's edge, and Super Jump across the river to the eighth checkpoint. Use Air Dash to clear the firewalls along the road leading north. Wall Sprint up the factory wall, leap, Glide to the smokestack, then Wall Sprint to the final checkpoint.



CLEAR ZIN TROOPS

Journey to the Sunset Park neighborhood in the southeast corner of the city to tackle the Flashpoint atop the rooftop marked on your map. There are several Data Clusters available on this roof that you can only obtain by using the Stomp attack. You might as well lure the Zin toward the Data Clusters, and kill two birds with one foot! This is a great time to use your new Gravity Stomp attack with your SMGs or shotgun to rack up the first of many Gravity Float Kills.

SURVIVE TRAINING

It's time for another Super Power Fight Club. This battle consists of four waves containing a handful of Ronin, a round of King of the Hill, three Genki Girls, and Jyunichi and his band of sword-wielding Ronin. Use ranged attacks against the first wave of Ronin and the Genki Girls (Blast and Telekinesis) to soften them up, then dash in with a Superpowered Beatdown to finish them off. The King of the Hill round is where you can make up for any lost time—leap into the circle and continue to unleash Stomp after Stomp to keep the Vice Kings off of you. You only need to defeat Jyunichi in order to complete the fourth wave, but it can be difficult to keep the Ronin off you. Use Mind Control against several of the Ronin to make them fight each other while you focus on pummeling Jyunichi. Stay on top of him, and continue to punch and kick him at close range (preferably with the Melee—Super Strength 3 upgrade) so he can't use any of his powers. He's most dangerous from afar! Consult the "Going for Gold" chapter for wave-by-wave tactics tailored to helping you earn a gold medal.



GO TO THE LOCATION

There's an old program running around the city by the name of ZINTROJAN that needs to be deleted. The target boasts super powers and is dressed in a red-glow skeleton suit. Make your way to the location, and be ready for a fight. The Zin are out in abundance in an effort to help protect ZINTROJAN. Use your Blast attacks to weaken the target, then unload with your rocket launcher while it's readying its Telekinesis throw attack. Unlike previous Security Deletion targets, you won't likely have to worry about impostors helping to defend the target as much as you will Zin, predaliens, and their CID reinforcements. Fortunately, the Telekinesis Lightning attack combined with the power of a rocket launcher can tilt the battle in your favor.



MEET SHAUNDI ON THE SHIP

The nearest Gateway is just a few blocks away. Take out the Master CID to erase your Notoriety, then return to the ship. Shaundi is waiting for you—and she's got a wealth of Cache, XP, and a Murderbot Minigun (AKA Exterminator) with your name on it.

LOYALTY: PUMP UP THE VOLUME

- Follow Pierce's plan.

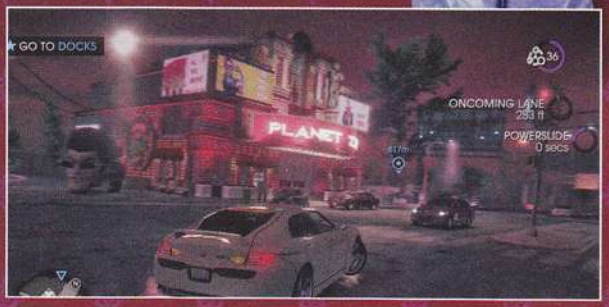
SIDE QUEST REWARD

XP	CACHE	OTHER
1,000	2,000	Super Homie—Pierce

MEET PIERCE

Use the Bridgeport Gateway to meet Pierce in the southwest corner of Carver Island. Pierce has gotten word of one of Zinyak's guys starting trouble in the Simulation and wants your help taking him out. There's a shipment of trucks being delivered at the docks, and Pierce wants to destroy them.





GO TO THE DOCKS

Get in the car, a sporty Blade, and start heading north. Follow the GPS, and try to keep up with Pierce's plan: he wants to destroy the trucks to anger whomever they were for in hopes of drawing him out of hiding. This won't get you closer to Zinyak, but it will bring you to one of his accomplices.

Follow the blue dotted line on the GPS as you and Pierce sing along to Paula Abdul's "Opposites Attract" at top volume. The route gets a little tricky as you make your way around the Hot Spot out on the docks. Give it a wide berth to avoid getting caught inside the barriers and debris surrounding the control tower.



DESTROY THE TRUCKS

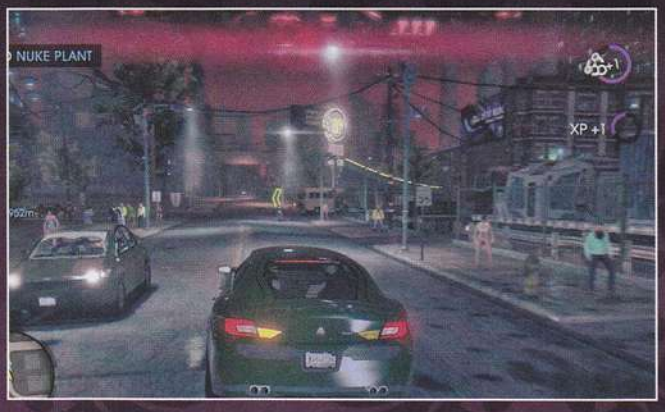
Pierce won't hesitate to open fire with his assault rifle at the members of the Brotherhood milling around the trucks on the docks. Equip a pistol or SMG, and aid him in shooting at the vehicles and thugs as you make a couple of passes in the Blade. Leave the smaller trucks alone (for now), and focus on the members of the Brotherhood and the monster trucks they've readied for delivery.



Those in a hurry (or low on ammo) can use Telekinesis to throw each of the monster trucks into the water. Super Sprinting through them is also another way to destroy them quickly.

GO TO THE NUKE PLANT

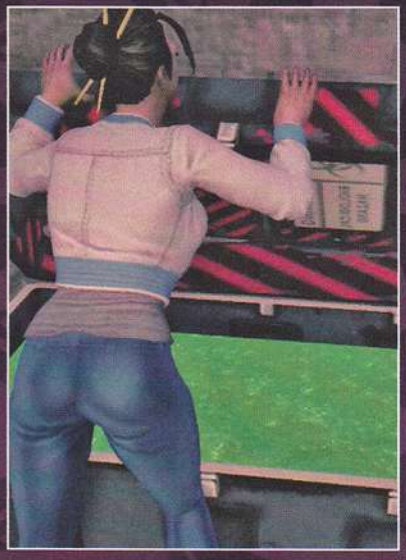
Hop back in the Blade, and follow the GPS route to the nuclear plant. Not one to sit in silence, Pierce serenades you by singing along to Biz Markie's "Just a Friend," that is until a certain alien overlord takes over the mic. Enjoy the tunes while you can, and drive to the northwest corner of the city, proceeding to the nuclear plant in Burns Hill.



Pierce wants you to find the nuclear material at the plant, but they've already started boxing it up. There are three crates in the immediate area. Hop out of the car, and open fire on the Brotherhood who pulls up behind you. Use your super powers to beat back the Brotherhood as you search each of the three crates scattered amongst the containers and other trucks.

All three crates are empty, prompting Pierce to direct you to the other side of the building. The location of a fourth crate appears on the minimap. Go there at once!

FOLLOW THE TARGET

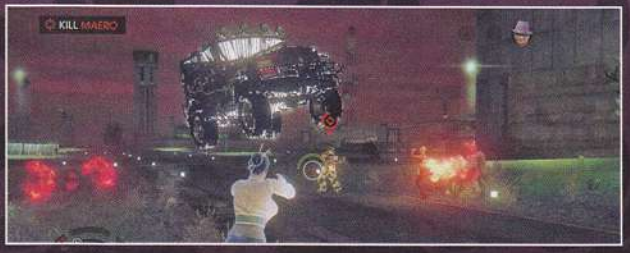


As soon as you spot the nuclear material, the target hops into a vehicle and begins a long drive to the airport. It's time for a chase! Super Sprint down the road after the target, and carjack the first vehicle you see Bo-Duke-En style! Pierce joins you, riding shotgun, and opens fire on any pursuers as you give chase. You needn't pick a very fast car so long as you can avoid crashes and manage to not fall too far behind. The target won't be driving very quickly, but you're always at a disadvantage because you have to react to his changes in direction. Watch the proximity meter in the upper corner of the screen, and stay close enough to the target to prevent the meter from emptying.

KILL MAERO

The target turns out to be none other than Maero, the leader of the Brotherhood of Stilwater. Pursue Maero's truck around to the rear of the airport, then hop out and begin flinging your Fire Blasts at his truck to force him out onto his feet. Switch to your Telekinesis ability, and use it to hurl Brotherhood trucks at Maero. Doing so not only damages him but also temporarily disables his shield. Open fire on him while his shield is down, then grab another truck to throw. Maero fires his assault rifle at you and Pierce, but his only super power is a protective shield, so you have very little to worry about. Defeat Maero to unlock Super Homie Pierce. Maero has also been reconstructed for use as an ally.





Kinzie: To get back your Chief of Staff, you'll have to revisit your mutual past.

RESCUE BEN KING

OBJECTIVE REWARD

XP	CACHE
2,000	4,000

Kinzie was able to get a lock on Benjamin King's simulation. Make your way to the Broken Shillelagh as Kinzie prepares for you to go back in time to before you were in charge of the Saints. Ben King's simulation has him stuck back in Stilwater as leader of the Vice Kings. Though this doesn't sound like much of a nightmare scenario, Ben has been stuck reliving the day his lieutenants staged a coup to overthrow him.

AMMO CAPACITY UPGRADES

If you haven't done so already, this is a great time to purchase some increased ammo capacity for the rocket launcher and assault rifle. You're going to gain access to those weapons inside Ben's simulation, but ammo is in short supply. You'll acquire the rocket launcher at your maximum ammo capacity, so spending Cache to purchase an upgrade before you enter the Broken Shillelagh is highly recommended.

FIND BEN KING



Grab the pistol after you stomp the last of the Vice Kings.

You enter the simulation alone and unarmed (and without your powers) in Stilwater. Head up the street to find several members of the Vice Kings tagging an abandoned house. The three near the graffiti are unarmed, but the three behind them are armed with baseball bats and a pistol. Run toward the first three and perform a running melee attack to take one of them down, then quickly punch and kick the others into submission. Keep using running melee attacks to throw the thugs to the ground, then kick them while they're down.

GO TO THE CHURCH

Make your way up the street to the large church at the end of the block. Two yellow cars belonging to the Vice Kings pull up before you get to the steps. Stay behind the crosswalk, and open fire with the .45 Fletcher pistol. Several of the Vice Kings have a pump shotgun or SMG, so keep your distance and make your shots count. Backpedal to maintain adequate space, and aim for the head. Take a hostage if one gets too close, and continue to aim at those actively shooting as opposed to the ones busy reloading.



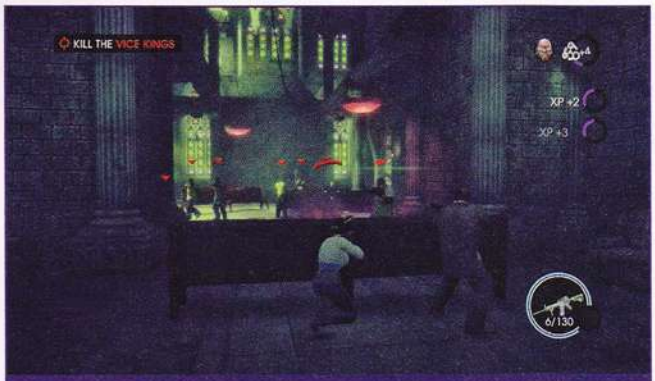
This is a fine time to put the Dual Pistols upgrade to use.

Equip the shotgun, and head inside to the main sanctuary. You arrive in time to startle Tanya Winters, one of Benjamin's top lieutenants in the Vice Kings. Head down the hall to the right to find a candlelit room with a number of photos of the gang. Make your way to the second marker in the back hall to find another similar arrangement. Continue on to the third marker to find Ben.



Equip the Shokolov AR in Ben's hiding spot before leaving.

Ben manages to fill you in on the details—you're reliving the day of the coup—and now that you're here, you can set things right by helping him get on with his life. Loop back around past the candles to the sanctuary, and open fire on the Vice Kings with the assault rifle. Take cover behind the pew at the front of the church, and pepper the lot of them with gunfire. Sweep back and forth across the room to ensure that none advances up the sides and gets the drop on you.



Crouch for cover, and aim for the head.

EXIT THE CHURCH

Kinzie has a Portal ready for your extraction, but Ben isn't going anywhere until you help him kill Tanya and Big Tony. He ran away last time, and he's not going to do it again; at least not since you're here to help him. Gather up the dropped weapons in the church, and exit through the door on the left.

Fight your way down the steps into the courtyard, and take cover near the wall. More Vice Kings are en route. The Vice Kings focus their attention on Benjamin, allowing you to flank them through the cemetery and rack up some easy kills. There appears to be a never-ending stream of Vice Kings approaching from all sides, which makes Kinzie's present all the more timely. Retrieve the RPG from the crate in the exposed grave in the center of the cemetery, and fire a rocket or two at the cars before the Vice Kings can get out.



Kinzie always has the best toys.

SAVE A ROCKET

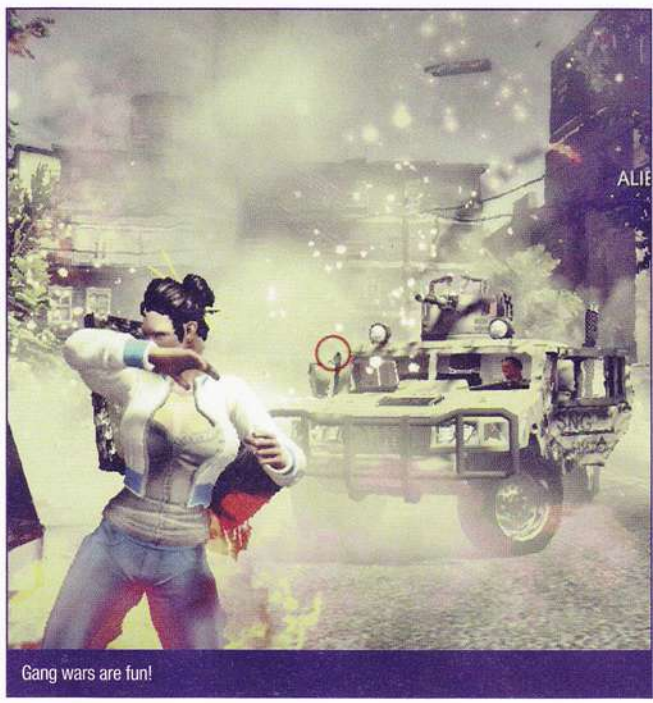


Monitor your rocket launcher ammo, since you won't be able to get any more inside the simulation. Save a few rockets for when Big Tony and Tanya arrive. Don't waste them on Vice Kings.

Unfortunately, while you were busy playing with the rocket launcher, Benjamin King decided to be a hero and charge the Vice Kings on the other side of the church. Sprint around the left-hand side of the church (out in the street, not through the interior), and revive him before he bleeds out. Ignore the Vice Kings shooting at you, and get to him fast!


Ben is hiding behind the couch atop the stairs.

Finish off the remaining Vice Kings near where Ben went down, and switch to the rocket launcher. Big Tony is about to round the corner in an armored military vehicle, and he's manning a large machine gun turret on the roof. Use the rocket launcher to blow the truck up. Aim for the windshield to ensure a direct hit capable of destroying the vehicle and killing Big Tony.


Gang wars are fun!

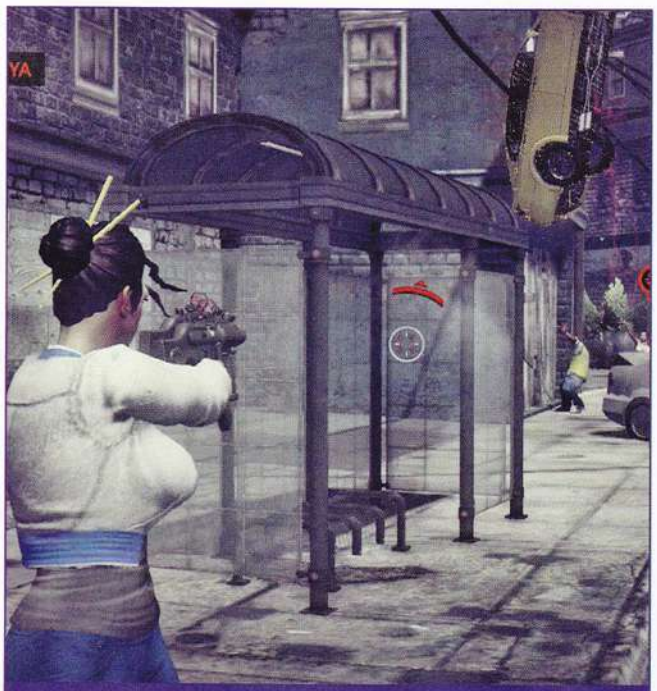
LEAVE

Big Tony is dead, but Tanya Winters is still on the loose, and Benjamin doesn't want to take any chances. Put away your guns, and head down the street to where she and four of her thugs are standing. Open fire with the Shokolov AR or (if you have any rockets left) the rocket launcher. Keep your distance as more Vice Kings arrive, but focus your attacks on Tanya. Unlike you, Tanya has access to the Telekinesis ability and uses it to throw her boys' yellow cars at you. Duck behind the bulletproof bus stop to avoid the cars, then pop out and keep firing. Switch to the shotgun if necessary.



Strike a pose!

It's not quite clear what happened to Tanya, but one second she was gasping for air and bleeding, and the next moment she was gone. Regardless, Ben is now free to leave his simulation. Kinzie pulls the plug, allowing him to join the others aboard the ship. They'll work out a plan while you continue taking over Steelport.



Use the bus stop for protection against thrown cars.



BENJAMIN KING, CHIEF OF STAFF

Back in the day, King founded the Vice Kings, one of the original gangs in Stilwater. But after being betrayed by those he trusted most, he left the gang lifestyle to pursue a lucrative career as a motivational speaker and bestselling author.

Kinzie: Something strange is happening in the Simulation.

SOMETHING'S WRONG IN STEELPORT

This mission becomes available once you've rescued the three Homies from their respective simulations (not including Matt Miller). If you've been tackling the rescue missions in order, it should become available after you've rescued Shaundi, Pierce, and Benjamin King. It's best to tackle this mission before you take on any additional Side Quests or, for that matter, before you go to rescue Asha.

RETURN TO THE SIMULATION

Use a Gateway to return to the Simulation. It doesn't matter which Gateway you chose, but Loren Square puts you directly in the center of town. As soon as you arrive, you'll be attacked by predaliens exiting a Portal. Use your shotgun to dispatch them as Matt Miller informs you that Zinyak is now importing hostile gangs from other simulations. The simulated Steelport is going to be overrun with hostiles from who-knows-where if you don't put an end to it.

REMOVE THE CLONES FROM STEELPORT

OBJECTIVE REWARD

XP	CACHE
2,500	5,000

Kinzie is going to send CID into the Simulation to help you identify the relay terminals. She hopes that by pinpointing the relays, you'll be able to take them offline and perhaps stem the tide of incoming hostiles.

GO TO THE PING LOCATION

Make your way to CID's location near the center of downtown, and use your Telekinesis ability to grab hold of him and then throw him straight into the sky. Members of the Vice Kings, Ronin, and the Brotherhood soon descend upon this spot, so make it snappy! Toss CID into the air, then take off running for the next relay.



Toss CID into the air before the Vice Kings use your head for batting practice.

Head west across the river to the relay location, and destroy it. Toss a car at the red device on the ground to weaken it, then open fire with your guns. Destroying this first relay removes some of the interference Kinzie is getting back on board the ship.



This relay consists of a single device.

GO TO THE RELAY

Head half a kilometer due south to the next ping location and, once again, use Telekinesis to throw CID into the air. CID works quickly and pinpoints the location of the next relay to the west. This relay site consists of two devices atop a floating platform. Wall Sprint up the side of the adjacent building to reach the platform.



After you eliminate any nearby hostiles, target the relays with your shotgun.

Hurl a Fire Blast or unleash a Super Stomp to weaken the relays while also repelling some of the clones. One of the imported gangsters is manning a massive chaingun on the east side of the platform—take him out before he cuts you down!

The third relay location is located just a short hop to the north. It's another floating platform, but this one has six shielded relay devices. You'll need to disable those shields before you can do anything about the relays. Land on the platform, and quickly eliminate the thug manning the chaingun in the center. With the platform cleared of hostiles, grab CID with Telekinesis and throw him into the shield generator—where all six generator beams merge overhead.



Throw CID into the light.

Numerous aliens are soon going to arrive aboard XORs, so ready your Fire or Freeze Blast attack and knock them out of the sky. Continue fending off the attackers until CID announces that the shields are down. Switch to your most potent weapon, and unload on the six relays to knock them offline as quickly as you can before more hostiles arrive. Alternatively, you can opt to man the chaingun and use the alien's own defenses against the inbound XORs and other Zin.



A fully automatic shotgun can make quick work of the relays.

You can find the last relay just a few hundred meters to the northeast, near the refinery. Throw CID into the shield generator directly above the shield, then open fire on the fleet of Brotherhood and Vice Kings cars that arrive.

Unfortunately, the gangsters aren't the only ones trying to defend this relay. The Zin have also unleashed a large metal robot called a Marauder. The Marauder has extremely durable armor and a powerful laser attack, but it is relatively defenseless from the rear. Chip away the Marauder with Fire Blast attacks or some random gunfire, but don't waste any heavy munitions on it until CID makes his move to distract it.

Listen for CID's prompt, then circle around behind the Marauder and aim your rocket launcher at the green panel on its rear. In the future, when you're fighting Marauders without CID's help, don't hesitate to hit the Marauder with a Freeze Blast. Run behind it while it's frozen and open fire! Additionally, the Abduct-O-Matic can be used to instantly eliminate a Marauder with one pull of the trigger.



The Marauder is virtually impenetrable from the front.



Wait for CID to distract the Marauder, then fire at it from the rear.

Toss CID back into the shield generator so that he can continue his work to disable the shield. Listen for him to give the all-clear, then open fire to destroy the last of the relays.

GO TO THE SOURCE

Kinzie has traced the source of the influx to the middle of the refinery east of your location. Locate the large Portal marked on your GPS, and use Telekinesis to throw the clones back into it. Clear the area of clones by tossing them back through the Portal one by one. Gather up the Health Orbs that are dropped on the ground beneath the Portal.



The Reduced Throw Cost upgrade certainly comes in handy here.

Toss all of the random clones into the Portal until the only one left is the Throwback Clone. This one runs off to the left of the Portal, attacking with Telekinesis. Use Lightning Shots to keep him stunned while you hit him with Fire Blasts to weaken him. Continue chipping away at his health until he's weak enough to throw back into the Portal (the Telekinesis icon will appear over him).

PORTAL ENERGY

The blue marker highlighting the location of the Portal has a meter on it not unlike your health meter. The more clones you throw through the Portal, the weaker it gets. Continue throwing the targeted clones through the Portal with Telekinesis until the meter empties and the Portal shuts down.

Two more Throwback Clones emerge from the Portal next—they're playing co-op! These Throwback Clones have both Telekinesis and a Blast attack, so you've got to stay on your toes around them. Try to keep them both in front of you, and use the large factory buildings for cover. Fire at them with Blast and your weapons until one of them readies an attack, then Super Sprint around the side of a building for cover. Focus your attacks on just one of the Throwback Clones at a time so that you can toss one back through the Portal more quickly.



Fire away until you can pick up the Throwback Clone with Telekinesis.



Grab the clone with Telekinesis, then Super Sprint back toward the Portal.

GO TO THE DATA SURGE

Destroying the Portal shuts off the inflow of clones, but there's a Warden coming. Head east to the location of the data surge so that you can take on the Warden and gain a new ability. Wardens are immune to Gravity Stomp, so make sure to hit them with Blast or a plain old Super Stomp to disable their shields. Better still, throw cars and trucks at the Wardens with Telekinesis to knock their shields off and damage them simultaneously. Beware that some Wardens may catch your thrown objects and hurl them back at you. This tactic is best used only if you have the Telekinesis upgrade that allows you to catch thrown objects.



This Warden is all that stands between you and your first Buff!

Destroying the Warden has earned you the Fire Buff. Tap Down on the d-pad to engage Buff, then activate it by pressing the Super Power button. This not only engulfs you in flames, but also imbues your weapons with the power of fire, allowing you to shoot fiery bullets. Furthermore, you need only run past people while the Buff is active to set them ablaze. Buff even allows you to shoot Wardens without having to use a different power to disrupt their shields!



Invade their personal space… with FIRE!

NEW GATEWAY AVAILABLE

Completing this Quest earns you a new power, the Fire Buff, and also unlocks a Gateway on Arapice Island. Complete the "White Wedding" Side Quest (the last in Kinzie's line of Quests) to unlock the final Gateway.

SIDE QUEST: WHITE WEDDING

- Hack the Friendly Fire in Camano Place.
- Hack the Camano Place Leather and Lace.
- Hack the Rim Jobs in West Camano Place.
- Hack the Planet Zin in Rosen Oaks.
- Hack the Rusty's Needle in Espina.
- Inject the final virus.
- Meet Kinzie on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,300	4,500	Gateway—East Colvin

HACK FRIENDLY FIRE

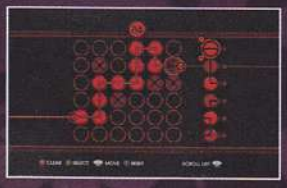


It's time to get a Gateway opened in the northeast corner of Steelport. Collect the Data Clusters en route to Camano Place, south of the airport, and initiate the Hack. Guide the current up and over the corrupt nodes, using the corner pieces to reach the upper right-hand corner of the grid. Guide the current straight down to the fourth row to complete the Hack. This is a great time to purchase some newfangled weaponry such as the Tyrant Alien RPG or Thumper Alien Shotgun.

HACK LEATHER AND LACE



Guide the current down and under the corrupt nodes in the center of the grid, leaving the two horizontal Hacking Nodes to cross the middle columns. Direct the current upwards two rows to reach the exit from above. Leather and Lace is Kinzie's favorite shop and has all manner of sexy attire, particularly for female Bosses and those who are fans of cross-dressing.



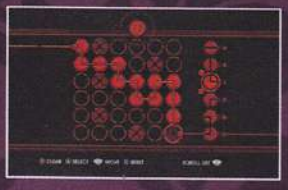
HACK RIM JOBS

Continue west along the same road to the Rim Jobs location near the intersection. Direct the current between the two left-most corrupt nodes and then up to the top row. Use the corner pieces to reach the fifth column, then descend to the exit and use the final horizontal piece to solve the puzzle.



HACK PLANET ZIN

Shoot the Zinyak Statue above the entrance, then initiate the Hack. Direct the current from left to right just beneath the two corrupt nodes in the third row. Use the numerous elbow pieces to guide the current down, then up, and then down again to advance laterally while saving a horizontal Hacking Node for the very final piece. Enter the shop, buy some new clothes, and shoot the Zinyak Statue inside.



HACK RUSTY'S NEEDLE

Rusty's Needle is located all the way down south, in Espina. Collect the numerous Data Clusters along the river—check the billboards—as you make your way there. This is the last store to Hack in Kinzie's line of Side Quests, and it's by the far the trickiest one. You must step the current down to the fourth row, then back up to the third row before descending along the right-most column. Study the attached screenshot closely for the solution.

COMPLETE VIRUS INJECTION



Kinzie needs you to defend a location in northwest Espina as she uploads the virus. Keep your newfound Buff ability on the ready, and equip a rocket launcher or the alien Tyrant. This Virus Injection is just one wave of 24 enemies. Activate your Fire Buff, and fire a rocket at the first wave of vehicles that approaches to get things started and move closer to completing the Fire Element Ignitions challenge. Switch to the Bounce Rifle (if equipped) if there aren't any vehicles to destroy, and watch the Burn Baby Burn bonuses pile up as your fiery projectiles ricochet from enemy to enemy. The majority of the enemies in this fight arrive in dune buggies and are clad in various costumes, making them easy to pick out from the crowd of onlookers.

MEET KINZIE ON THE SHIP

Use the Gateway in Espina to return to the ship. Kinzie has taken her laptop back downstairs to her beanbag chair. Meet up with her to open the final Gateway.

SIDE QUEST: THE SOLID

- Clear out Zin troops.
- Carjack the data.
- Hack the Image as Designed.
- Meet Fun Shaundi on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,500	4,500	Outfit—Fun Shaundi Suit

CLEAR ZIN TROOPS

Fun Shaundi has targeted a Flashpoint on the edge of the island in Camano Place. Leap to the upper rooftop overlooking the Flashpoint, and unleash a stream of fiery bullets with the Fire Buff ability. This sends the Zin scurrying for cover. Leap at them with a Gravity Stomp attack to suspend the survivors in midair for an easy finish.



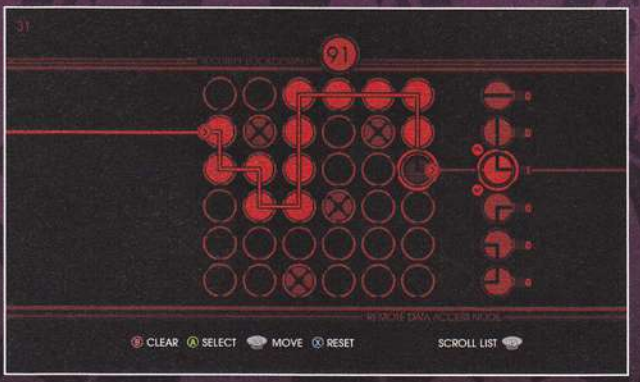


VIRUS COLLECTION

Journey across town to the western edge of Brickston, and wait for the target car to arrive. Three identical Gunslingers appear on the minimap. Draw your pistol, and shoot the driver of the marked car closest to your position. This is an effective way to ensure that the car doesn't get away if you're not in position to carjack it with a running Bo-Duke-En dive through the window. The car is extremely fragile, and kicking it, shooting it, or knocking it off the road likely results in its fiery demise. Once in the car, drive it north along the route chosen by the GPS to deliver it to the location on the map. This unlocks the Cyber Gunslinger for your garage.

HACK IMAGE AS DESIGNED

Fun Shaundi has you crisscrossing the entire city during this Quest, and now it's time to head back to Rosen Oaks. This gives you plenty of opportunity to collect Text Adventures and Audio Logs (and get that much closer to 1,000 Data Clusters), but you can also use the series of Gateways to effectively warp across town if you'd like. Once at the store, Hack the very complicated locks by guiding the current downward to the fourth row and then upwards all the way to the top of the third column. From there, simply follow the perimeter in a clockwise direction to reach the exit.



MEET FUN SHAUNDI ON THE SHIP

Use the nearest Gateway to return to the ship, and speak to Fun Shaundi via the intercom. She's in the mood to hang out, but you'll have to settle for her Fun Shaundi Outfit. She's not done with you yet; talk to her again for another Side Quest.

SIDE QUEST: FUN TRUMPS ALL

- Meet Pierce on the ship.
- Clear out Zin troops.
- Break the rules of reality.
- Clear out Zin troops.
- Meet Pierce on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,600	6,000	Weapon—Inflato-Ray

MEET PIERCE ON THE SHIP

Pierce is downstairs in the lounge, relaxing on the couch. He wants to see you loosen up and have a little fun—he thinks you're too uptight. He's put together a list of some fun things for you to do out in the Simulation. Take the Gateway to Espina, and head north to get started!

CLEAR ZIN TROOPS

Leap up to the rooftop overlooking the Flashpoint, and equip the Bounce Rifle and Fire Buff. Most of the Zin are stationed on the ground near their red outpost, but two or more are also likely standing guard on the roof to the right. Use the Fire Buff to ignite your bullets, and watch as each shot of the Bounce Rifle ignites multiple enemies.



PLAY IN TRAFFIC

It's time for another round of Fraud, and this one allows you to take full advantage of the elevated freeway cutting through the heart of downtown Steelport. Make your way north, and fling yourself into oncoming traffic atop the elevated highway. Bounce from car to car using the ragdoll controls to fill the Adrenaline meter in either bonus area. Steer yourself in mid-flight down the highway at the oncoming cars to the next bonus area, then back up the other side once the Adrenaline meter is replenished. This location—and the steady stream of traffic—is conducive for scoring huge combos!





CLEAR ZIN TROOPS

Head two blocks to the northwest after the Fraud Activity to find the next Flashpoint that Pierce wants removed. Once again, leap to the upper portion of the rooftop, and either use your Fire Buff or (for something different) lob a Mind Control Blast at a group of Zin. Consider using Mind Control on the two Zin overlooking the others on the left-hand side, near the satellite dish. It's fun to watch them set about sniping their comrades down below. Open fire and finish them off to clear the Flashpoint.

MEET PIERCE ON THE SHIP

Feeling a bit more relaxed? Well, if not, Pierce has a new weapon for you that's sure to put a smile on your face. Head back to the ship, and talk to Pierce to get the Inflato-Ray (classified as a shotgun). It's a piece of experimental tech that does exactly what its name suggests. Keep the trigger held, and watch as the beam of energy inflates enemy heads into gigantic proportions. Laughs shall be had by all!

SIDE QUEST: UNDER PRESSURE

- Explore the Rift.
- Clear out Zin troops.
- Assassinate rogue program.
- Carjack the data.
- Meet Shaundi on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,500	8,500	Vehicles—Cyberspace

EXPLORE THE RIFT



Use the Espina Gateway and make your way north to the Rift in Rosen Oaks. This Telekinesis Rift is considerably easier than the one you were led to in an earlier Side Quest. This one consists of just three target areas—all of which contain Towers—and the number of incoming bombs is significantly fewer. It does help to have upgraded your Telekinesis throw distance, as several of the targets are quite far away. Take into account the natural arc of the thrown logic bomb, and aim slightly above the final targets to ensure a direct hit. Lastly, the second and third target areas contain several inactive targets. Eliminate all other targets before throwing at these.

CLEAR ZIN TROOPS



This next Flashpoint is just a couple of blocks west of the previous Activity and, depending on how well you performed, you may have unlocked the Telekinesis Power Up or Telekinesis Power Up 2 upgrades. If so, test out the increased power of your Telekinesis Lightning and Life Steal powers. Or, better yet, witness the enhanced explosive force of a thrown car! Of course, this is a fine opportunity to test out your Inflato-Ray, as well.



GO TO THE LOCATION

Take to the sky and fly across the city to the Burns Hill neighborhood in the northwest corner. There's a rogue program not far from where you first bought a gun all those hours ago. The target scheduled for Security Deletion is a large purple "?" called Render CPU. The target boasts Telekinesis powers but has no guns, so expect it to try to hurl cars and other objects at you. Call in some Homies (preferably a Super Homie) to deal with the predaliens emerging from the Portals while you stick close to the target. Use Stomp to disrupt its Telekinesis ability, and stay as close as possible to it to negate its ability to throw things at you.



GO TO THE LOCATION

Shaundi has identified a vehicle she wants you to retrieve for Kinzie. Make your way to the docks in Henry Steel Mills, and be on the lookout for a purple motorcycle ridden by two guys in costumes. Draw your pistols or SMGs and open fire to shoot them off the bike. Climb aboard the Estrada, and follow the GPS to the drop-off location. Earn some extra XP along the way by doing wheelies and stoppies. The Zin try to stop you by crashing their Asserts into you, but the Estrada can typically bounce right off, especially if you wheelie onto the hoods of the enemy cars.

MEET SHAUNDI ON THE SHIP

Use the Gateway a few hundred meters to the southeast, and locate Kinzie in the cockpit of the ship. Access the cockpit by going through the doors beyond the stairs on the upper deck. Shaundi sits to the right, just as you enter the room.

LOYALTY: KING OF THE DANCE

- Finish off Tanya.



SIDE QUEST REWARD

XP	CACHE	OTHER
1,000	2,000	Super Homie—Ben King

GO TO BEN KING

Ben doesn't care that it's only a simulation: he wants Tanya dead! Use the Brickston Gateway, and meet up with Ben King on the docks on the west side of town. Ben has word that Tanya is funneling the Vice Kings into Steelport and gradually building up an army. Not only that, but she's infecting people in the simulation with a virus that turns them into her slaves. Ben needs you to absorb the virus from her sex worker slaves, then head to her club and overthrow her.

ABSORB THE VIRUS

Ben takes the controls of the Oppressor helicopter, leaving you to fiddle with the radio and enjoy the ride. He'll eventually spot the first of Tanya's slaves in an alley. Leap into battle against the two Vice Kings, then soften up the dancer to ready her for absorption. The Inflato-Ray won't have any effect on the virus carrier, so use ballistic weapons until prompted to absorb the virus. Doing so turns the woman back into her normal form—a little old lady—and gives you a slightly more revealing top.









Ben has tracked the next virus carrier. Super Sprint through town toward the location marked on your map to find a car carrying the target. Grab the car with Telekinesis (or use Freeze Blast), and smash the car to expel the passengers. The target is wearing a pink gorilla suit and opens fire once removed from the car. Shoot back to soften him up, then absorb the virus as you did with the first carrier. This time, you'll gain a hat.

Ben King continues to fly overhead in the Oppressor. Follow him on foot to the third virus carrier, located outside the Gothedral. The virus carrier is present in full Gimp attire, and nearly a dozen Vice Kings are guarding him. Activate your Fire Buff and run through the crowd, lighting all of the thugs on fire. This should keep them off your back while you soften up the Gimp and absorb the virus for yourself. Doing so renders you pants-less—now you're ready to go to work in Tanya's club!

GO TO TECHNICALLY LEGAL

Follow Ben King to the "Technically Legal" nightclub, and use the employee entrance. The atmosphere proves to be too enticing—approach the worker in the southwest corner of the club, and sign up for amateur strip night. Go through the door to the backstage area, and head up the steps to the second stage. It's time to do a sexy dance. Press the controller buttons when prompted to keep dancing with the music and entertaining the crowd. The dance routine utilizes the shoulder buttons, thumbsticks, and two of the face buttons. This is a harmless diversion, so just enjoy the scene.

While you were busy dancing, Tanya escaped to the roof. Use the elevator across the room to reach the area. Ben King has already tracked her, but Tanya has a shield and Super Jump abilities and easily flees the scene.

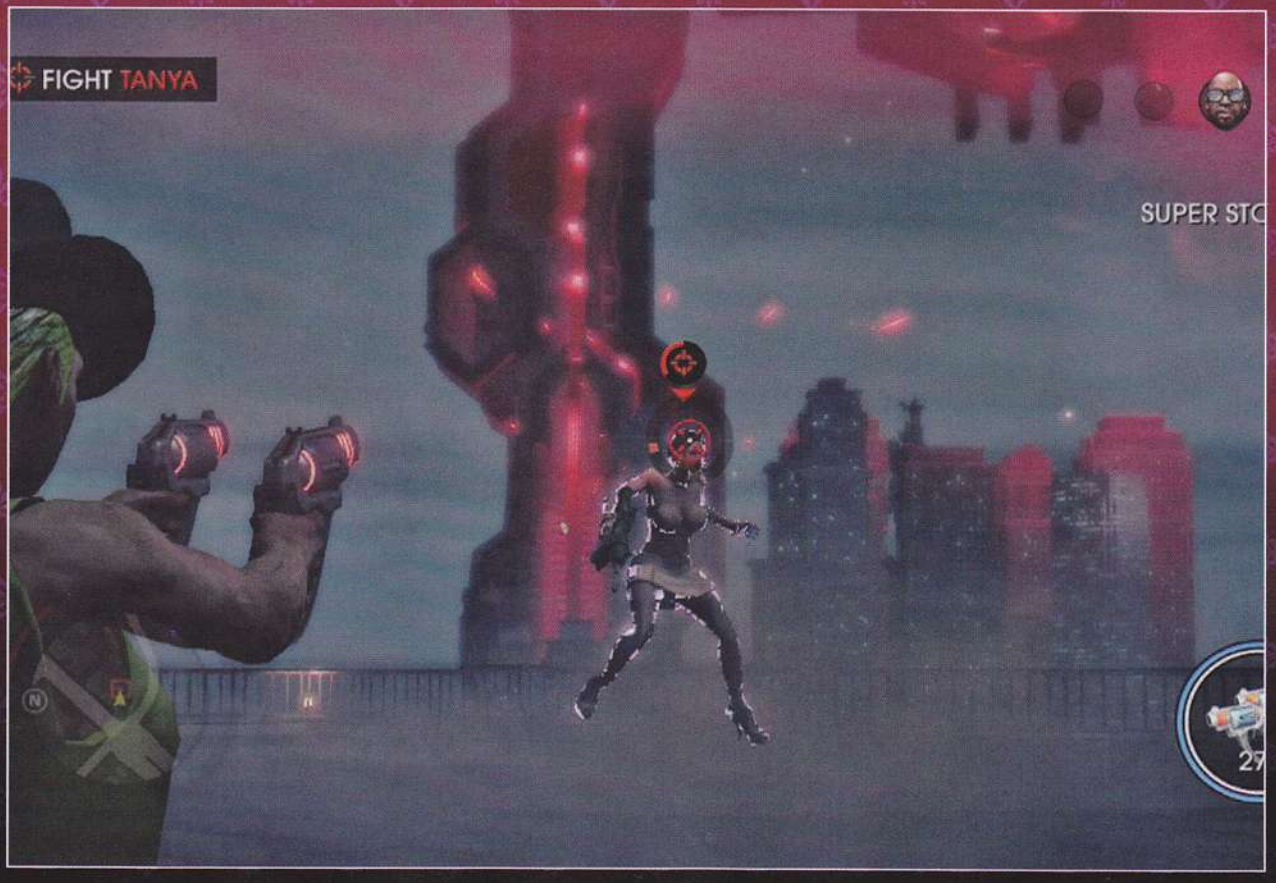


CHASE TANYA

Chase after Tanya as she heads west across the city. Don't bother hitting her with Freeze Blast or trying to immobilize her with Gravity Stomp, as you can't harm her until she comes to a stop on a distant rooftop. Listen for Tanya's taunts, then meet her on the rooftop, where she stops and attack.

Tanya has powers much like a Warden, including a shield. Hit her with Blast or Stomp to temporarily disable her shield, then open fire. Another effective tactic is to activate Buff and then attack her with a melee weapon like the Tentacle Bat or Baseball Bat.

Tanya flees again as soon her health bar is cut in half. Follow after her as she makes her way back to the northeast. Benjamin then instructs you to chase her toward the park, where he can finish her off. Keep on her tail as she eventually comes to a stop atop another roof. Use a combination of super powers and firearms to disable her shield and soften her up. Approach Tanya when prompted to "finish her," and press the button to throw her off the rooftop and into the park where Ben is waiting. Join Ben in the park to inspect the body.



Kinzie: She may not be the most pleasant person, but if you're going to stop Zinyak, you need Asha.

RESCUE ASHA

OBJECTIVE REWARD

XP	CACHE
2,500	5,000

Matt was able to trace a path to Asha's simulation, but it wasn't easy. Head to the Broken Shillelagh whenever you're ready to try to rescue one of the best MI6 operatives you've had the pleasure of meeting, if only recently. Asha doesn't have any experience when it comes to being a gangster, but if you're going to take down Zinyak, you need her help. You'll meet Asha in the bar in time to help her unveil a hidden staircase. It's time to help her find your evil twin.

FIND EVIL YOU

Asha has been sent to hunt down the elusive Mr. X and make sure he doesn't succeed in assaulting his own nation. Much like Benjamin King's simulation, Asha has been stuck in a loop, sent on the same mission over and over. You're here to help her complete the mission and exit the simulation once and for all.

STEALTH PARODY

This mission is a send-up of several popular stealth-based action videogames. You'll be shooting out lights, crawling through air ducts, and even slithering around corners disguised as a cardboard box. Follow Asha's commands—and the tips below—step-by-step to succeed. There's a healthy margin for error provided you tackle each encounter as Asha instructs.

Lead the way to the door up ahead and hold position while Asha unlocks it. Use your silenced SMG to shoot each of the two lights in the next hall so (try not to laugh) the guard in the fully lit room to the right can't see you. Round the corner and shoot the third light, and continue around the corner to where the guard is. Shooting the light sends the guard on alert. Sprint up behind him, and use a melee attack to put him down silently.



Did it just get darker?



Shoot the light, then move in for the melee assassination.

The next guard can be heard arguing on his cellphone. Hold position, and do not engage him. Instead, turn around and enter the air duct. Crawl through the ventilation to the other end, then shoot out the light, leap down, and execute the guard.

Continue on to the next encounter where there are two lights, two guards, and a stripper. Lean around the corner and shoot out both lights. Then, make a run for the guard nearest you, and take him out. The other guard won't turn around, allowing you to run up behind him for an easy kill.



Take out the lights, then the guards. Dealing with the stripper is optional.

Advance through the next door and past the creepy body in the stasis tank to where the two cardboard boxes are. You and Asha pull boxes over your heads to use as a disguise. The warehouse has a guard patrolling back and forth in each aisle. Remain still whenever a guard walks past or faces your direction, then sneak up behind the guard and go for the stealth kill.



The Stealth Box 9000 is cutting-edge technology designed to help you navigate any hostile warehouse.

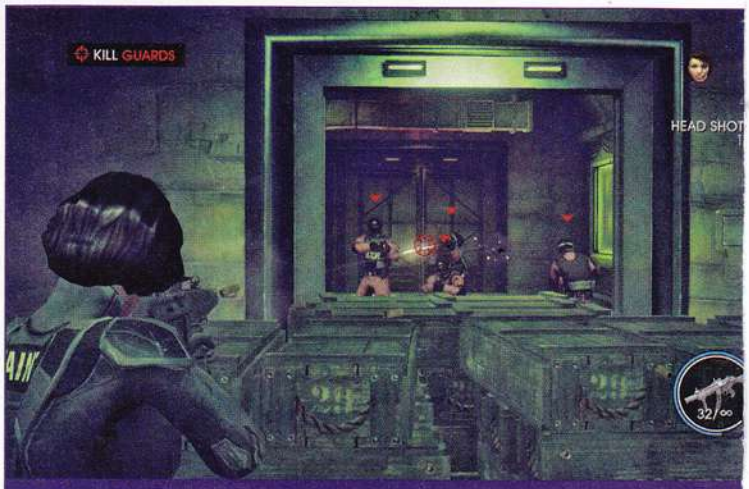
There are three more guards in the warehouse, each patrolling alone. Sneak your way to the end of the aisle on the left, wait for the next guard to walk past, then stand up and kill him. Repeat this maneuver two more times to clear the warehouse. So long as you stop at each of the markers and wait for the guard to turn his back to you, you won't get caught.



Sam Fisher wishes he had it this easy.

Continue through the next two doors, making your way to the intricate laser array. Pay no attention to Asha's talk of a serpentine crawl through the gaps in the lasers, as there's an air duct on the right. Crawl through the ductwork to bypass the laser trap and ultimately drop into a room where the nefarious Mr. X is waiting on a monitor.

Accompany Asha through the next two doorways to where a small squad of enemies appears. There's no more time for stealth trickery: it's time to shoot! Use the tactical SMG you've been outfitted with to gun down Mr. X's guards. The gun comes with infinite ammo, but you need to reload. The guards' helmets are pretty sturdy, so you'll need to fire two bursts of bullets into their heads for a headshot kill. This is still faster than aiming at their body.



Strafe around the crates for cover as each of the doors opens.

Kill the two guards behind the crates, then take cover on the left-hand side as the door to the right opens. Shoot the enemies that appear on the right, then circle around to the other side of the crates for protection from those behind the left-hand door.

MELEE TAKEDOWNS



You won't have your super powers in Asha's simulation, but you can still perform a melee takedown by sprinting at an enemy and pressing the Melee button. This is a good way to escape a tricky situation, knock out an adversary, and collect some Health Orbs all at once.

Proceed to the server room at the end of the hall, and prepare for a battle against an endless supply of henchmen. The first three originate from the left, but then they begin coming from the right, as well. Hold back Mr. X's henchmen as Asha explains the purpose of this simulation and why it constitutes a nightmare for her. Several Murderbots are mixed in with the other henchmen. Keep your distance, but try to focus your fire on them alongside Asha when one appears. They may be "just another target" to Asha, but they do soak up the bullets.



Use the servers for cover and play the angles to stay hidden from other henchmen.

EXPLODING MURDERBOTS

Shooting a Murderbot causes its torso to separate, but it continues to crawl after you. Be careful not to finish off a crawling Murderbot at close range, as the resulting explosion can inflict heavy damage. Keep an eye on Asha, as you may need to revive her periodically if she's caught in a Murderbot explosion.

KILL EVIL YOU

Mr. X, otherwise known as Evil You, finally makes his way out onto the balcony overlooking the server room. Open fire on his head until the red laser of his sniper rifle begins to take aim on you, then duck for cover. A single shot from Mr. X's sniper rifle can drain roughly one-fifth of your health meter.



Fire at Mr. X until the laser is aimed your way, then duck for cover.

Mr. X utilizes the cover atop the balcony to avoid your shots and eventually turns on the generators to power up a shield. Shoot the generators to cause the generator to surge and send an arc of electricity at Mr. X. Mr. X stays in hiding until the generator is disabled and the arcing current flushes him out.



Shoot the generator to cause the current to arc over to Mr. X and inflict additional damage.

Watch your health carefully, and use the henchmen and Murderbots as a source of Health Orbs. Don't spend any time fighting them unless you need health, since it's best to simply run away and leave Asha to deal with them. Keep an eye on Asha, making sure to revive her as soon as she's downed if necessary. Your shots on Mr. X inflict greater damage as the fight rages on, so continue shooting him in the head and targeting the generators when prompted.



Keep the reticle on Mr. X's head for maximum results.



ASHA ODEKAR, SPECIAL LIAISON TO THE CIA

After serving alongside The Saints in missions key to their ascendancy to the Head of State, seasoned MI6 agent and English native Asha Odekar now holds the role of special liaison to the CIA, where she bridges intelligence gaps between her home country and the United States.

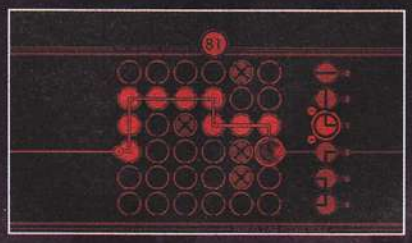
SIDE QUEST: SHAUNDI'S LIST

- Hack the local Friendly Fire.
- Initialize Virus Injection.
- Carjack the data.
- Clear out Zin troops.
- Meet Fun Shaundi on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,800	6,500	Stomp Element—Shrink

HACK FRIENDLY FIRE



Use the Gateway in Espina, and travel a couple blocks northwest to the Friendly Fire in Rosen Oaks. Guide the current up the first column to the second row and then across to the fourth column before stepping it down to the exit. This is a good time to purchase some upgrades for the Lasergun Arm if you've already earned it. If so, consider the Cool Customer upgrade to prevent the Lasergun Arm from ever overheating again.

UPLOAD THE VIRUS



Cross the main bridge to Loren Square and initiate the Virus Injection. This target consists of four waves, each of which has fewer than 15 enemies. Call for Super Homies Pierce and Shaundi to assist you—their super powers can really wreak havoc on the Zin vehicles! Use your Fire Blast and the Tyrant alien rocket launcher to detonate the vehicles, then switch to the Lasergun Arm and open fire on the Zin attacking on foot. The Zin begin appearing with ZTek Force Shields in the third wave and aboard flying XORs in the fourth wave. This is a good time to put your Freeze Blast to use.



GO TO THE LOCATION

Fun Shaundi has a vehicle that she wants you to pick up. It's parked in Bridgeport, to the southwest of downtown. Have your Lightning Shots (or Freeze Blast) ready, and immobilize the Zin standing guard near it. The Wireframe Assert is definitely a prized addition to your garage. Climb aboard, and follow the GPS northward to the drop-off point in The Grove.



CLEAR ZIN TROOPS

The next Flashpoint you need to target is in Yearwood, on the western edge of Steelport. Gather up the Audio Logs and Zinyak Statues in the vicinity, and leap to the roof of the building east of the Flashpoint. It's always a good idea to launch your attack from atop higher ground, whether with a Stomp attack, a Blast, or by simply firing a rocket launcher down at your targets. Once you've defeated the last of the Zin, a Warden attacks. There are plenty of cars driving past that you can throw at it. Alternately, you can use your Buff and disable its shields with a barrage of fiery bullets.

MEET FUN SHAUNDI ON THE SHIP

This concludes playtime with Fun Shaundi. Head back to the ship, and reach her through the intercom to get your reward. The Shrink element you unlock by completing this Quest allows you to shrink enemies into tiny miniatures that you can then kill by stepping on them. It's good squishy fun!

SIDE QUEST: SECRET ADMIRER

- Explore the Rift.
- Carjack the data.
- Ascend the Tower.
- Clear out Zin troops.
- Meet Shaundi on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
6,700	16,500	Weapon—Murderbot Minethrower

EXPLORE THE RIFT



Make your way to the star-shaped island with the massive Zinyak statue (there are two Kinzie Audio Logs nearby), and enter the Rift. This Platforming Rift has four distinct segments and is a very difficult Activity in which to earn gold. You're going to need to hit each and every platform as efficiently as possible to maximize your score. Furthermore, you must aim for a bullseye on each platform, as even a few missed Bullseye Bonuses can cost you the gold. Those angling for a bronze or silver medal can achieve the desired result by skipping a couple platforms in each segment and focusing on maximizing the Segment Speed Bonuses. Consult the "Going for Gold" chapter for detailed tactics on securing the elusive gold medal.

GO TO THE LOCATION



Sprint, jump, and Glide across the city to Yearwood to look for the vehicle that Shaundi has marked for collection. Glide across the skyline in search of the target vehicles, then drop out of the sky in front of it, draw your guns, and shoot the driver (you can hijack the motorcycle without the use of guns, but this is easier). It will most likely be just a couple of hapless civilian programs. Climb aboard the Wireframe Phantom motorcycle, and steer it a short distance to the drop-off location. Ignore the Zin that try to stop you, and keep driving.



CLIMB THE TOWER

It's time to climb the next Tower (which you may have already done for fun). Shaundi has pinpointed the Tower in Rosen Oaks as the one you must climb next. This Tower has 26 Data Clusters on it, including one or two that are tricky to spot without the help of your Collectible Finder. Nevertheless, those who simply want to get to the top as quickly as possible can do so by calling for the alien ship and flying to the top. The Tower has several platforms around its side, but you'll accomplish most of the climbing by Wall Jumping up the sides and climbing the actual Tower walls. Ignore the distant platforms, as they are a part of the nearby Hot Spot.



CLEAR ZIN TROOPS

Super Jump and Glide off the top of the Tower, and fly due west to The Grove. The Flashpoint is more than two kilometers away, but you can just about fly the whole way there (depending on your upgrades and whether or not you stop along the way for collectibles). The Flashpoint is atop the roof of a small building. Try to chain some of your super powers together to make quick work of the Zin. Consider a Gravity Stomp to knock them airborne, then activate your Fire Buff and sweep the area with the Lasergun Arm. A Warden appears as you clear away the Zin. Lure him down to the street if the rooftop proves too small for you to deal with him effectively.

MEET SHAUNDI ON THE SHIP

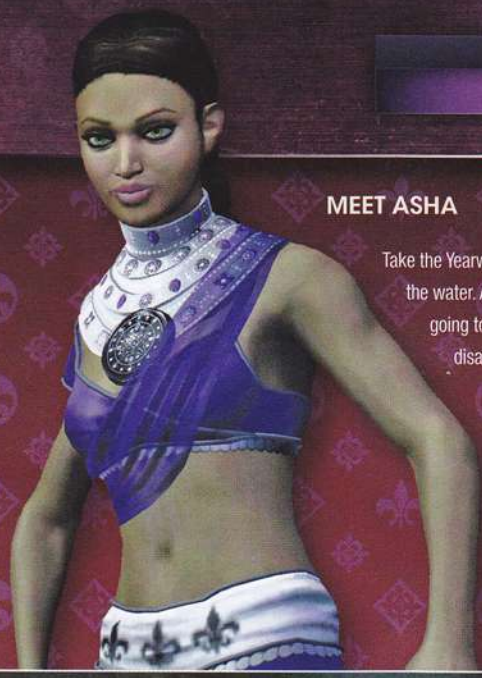
This wraps up the last of the Side Quests Shaundi has for you. Use the nearby Gateway to meet her aboard the ship and collect the Murderbot Minethrower Arm. As much fun as the Lasergun Arm is to use, you might want to swap it out with the Minethrower Arm the next time you access your Gateway Weapon Cache.

LOYALTY: TRAINING DAY

- Help out Asha.

SIDE QUEST REWARD

XP	CACHE	OTHER
1,000	2,000	Super Homie—Asha



MEET ASHA

Take the Yearwood Gateway to southwest Carver Island, and meet up with Asha behind the buildings down by the water. Asha wants to de-stress by showing you how MI6 agents earn a little money on the side. You're going to serve as the bodyguard for a VIP on her trip through downtown Steelport. Asha had Matt disable your super powers for this mission, so it's just you and your guns.

GO TO THE FIRST STOP

Slip behind the wheel of the Justice, a luxury sedan that drives like a supercharged tank, and proceed north through town to the location shown on the GPS. Pull over in front of the Planet Zin so the VIP can do a little shopping. Follow her inside the store, and stand guard. Asha asks you to evaluate how threatening another shopper inside the store is. The guy continues approaching the VIP. No need for guns: just take him down, then kick him a few times while he's on the ground to knock him out.



GO TO THE SECOND STOP

Get back in the car, and drive to the second stop. Asha escorts the VIP into the store while you provide cover from the rooftop across the street. Cross the intersection toward the grocery store, and climb the fire escape in the back to reach the roof. Stand guard in the location marked on the roof (you'll be automatically outfitted with the McManus 2020 sniper rifle), and watch as Asha and the VIP enter the Friendly Fire.



Hold the Zoom/Look button to look through the scope. Change magnification using the buttons shown on-screen; the sniper rifle has three stages of optical zoom. Just as the VIP is about to exit the store, several snipers appear. Use your sniper rifle to combat these foes. Un-shoulder your weapon to spot the snipers, then use the medium zoom to get a bead on your enemies. The crosshairs flash red when your target is lined up—only zoom all the way in if you feel you need the extra magnification for a clean shot.



A third wave of two snipers appears next, and they don't hesitate to catch you in crossfire. Use the chimney and other objects on the roof for cover from the sniper to the north while you target the one with a clean shot at Asha and the VIP. The McManus 2020 can drop any of these enemies with a single shot, so you need not aim for the head.

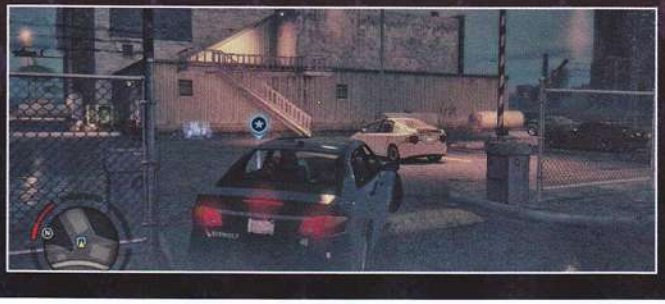
As you shoot the sixth sniper, Asha yells for you to get to the car. There's no need to use the stairs: just leap off the roof and make a run for it. Additional snipers appear, so move quickly, or else you'll end up getting shot. Run to the front passenger seat—it's Asha's turn to be the wheelman!











GO TO THE THIRD STOP

The VIP's enemies have turned out in droves to stop her getaway. They'll be firing at your car from all directions, chasing you from behind, and even setting up roadblocks. Leave the driving to Asha, and shoulder your rocket launcher. Fire a rocket at the roadblock beyond the underpass, then another at the two trucks blocking the road around the bend. Get ready for some on-foot combat. Asha stops the car at the next roadblock and hops out. Take cover near the yellow truck on the left, and open fire on the enemies across the intersection. The Lasergun Arm and Bounce Rifle each works well in this situation given the distance and number of enemies coming your way.

Zinyak has managed to Hack into Matt's training mission and crank up the difficulty. You're going to have to face a large number of enemy agents coming from the left side of the street, behind the wall. Aim your Bounce Rifle at the end of the wall and fire at each enemy to send a series of ricocheting projectiles back up the line of foes. This lets you take out adversaries you can't even see yet! The next wave of enemies comes from the right but attacks from both sides of the building, so watch the main road, too.

Asha calls for a rescue vehicle, but you're going to have to hold out until it arrives. Monitor Asha's status, and be sure to run to her aid if she gets downed (which likely happens when she goes for more ammo). Continue firing on the enemies in the intersection as the rescue vehicle approaches. A helicopter destroys the armored rescue vehicle just as you make a run for it, forcing you to take out the chopper. Return to the cover of the yellow truck, and use your equipped rocket launcher to take out the helicopter. It should only take a single rocket if you hit it square.

Get in the Eiswolf parked near the curb, pull forward a few feet, and equip your pistol or SMG to open fire on the enemies as Asha and VIP sprint for the car. Asha can use her machine gun once she's in the passenger seat, but you'll have to hold back the attackers until then.

GO TO THE FINAL STOP

Hit the gas to escape the roadblock once and for all, and drive to the final stop. The Eiswolf is a surprisingly fast and nimble sedan, so do go easy on the accelerator in the turns. Descend the dirt path on the right as you near the target location, and go through the opening in the fence to reach the target destination.

You need to protect the VIP until her helicopter arrives, which means fending off none other than Professor Genki himself! Professor Genki uses his RPG to blow up the car—and the VIP—then sprints after you. Open fire with the Lasergun Arm or dual SMGs as you backpedal away from him. Kick and punch him if he gets close; otherwise, try to keep your distance and just continue firing at him, as he's unarmed (for the moment).



Professor Genki eventually leaps into the air and engages his super powers, revealing himself as Super Genki. Super Genki has a protective shield like a Warden, which (as you know) can't be disabled without your super powers. Fend off any of Genki's furry mascots that arrive while you play keep-away with Super Genki. Matt Miller finally regains radio contact and is convinced to reactivate your super powers. Not only will you get your super powers, but Asha gets her Super Homie powers, as well! Use your Buff and Lightning Telekinesis abilities to keep Super Genki's shields down so you and Asha can open fire with your guns. Asha even chips in by using her own Telekinesis abilities to throw cars at Super Genki, thus further disabling his shields. Shrink Stomp does work to shrink Super Genki and disable his shield, but you won't be able to squish him underfoot. Fortunately, you can switch to Fire Buff and set him ablaze for an instant kill!



Completing this mission not only unlocks Super Homie Asha, but also the Genki vehicles. Use the Gateway Garage to access the Genki Manapult, the Angry Tiger, Sexy Kitten, and Sad Panda vehicles.

SIDE QUEST: BACK TO BASICS

- Carjack the data.
- Ascend the Tower.
- Clear out Zin troops.
- Initialize Virus Injection.
- Meet Pierce on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
6,300	13,500	Inflato-Ray Costume

GO TO THE LOCATION

Pierce thinks it's time to get in touch with your roots: stealing cars! There's a vehicle down in Brickston that he wants you to steal, so head there at once. Neutralize the four suit-wearing agents near the purple monster truck, then climb aboard and start driving. Be particularly careful in the turns, as the monster truck tends to roll on its suspension. It's easy to crash or even overshoot a turn and land in the water. On the other hand, the Bootlegger XL can effectively drive over oncoming traffic and most small obstacles, so you don't need to be *too* careful.



CLIMB THE TOWER

It's time to climb the fifth and final Tower, which is located near the main highway bridge in Loren Square. The ascent is relatively straightforward, and collecting all 31 of its Data Clusters requires none of the trickery of the previous Tower. What sets this Tower apart is that it has an alien Void parked on a platform just below the top of the Tower. It's quite possible to climb this Tower early on in the game, lay claim to this Void, and fly it to each of the other Towers to quickly complete the "Damn That's Tall" challenge.



CLEAR ZIN TROOPS

Carefully leap down from the top of the Tower you just climbed, and clamber aboard the Void for the two-kilometer trek across town to the Flashpoint that Pierce has targeted for you. If you already climbed the Tower but want to follow along, use the Phone to call for a Void. Switch the Void's controls to hovering mode when you get near the Flashpoint, and descend to the tops of the trees. Open fire with the Void's laser guns and missiles to eliminate the Zin and quickly clear the Flashpoint.



UPLOAD THE VIRUS

Stay in the Void and fly two kilometers back to the southeast, to the Virus Injection in Sunset Park. Disembark the Void to start the Virus Injection at the marker, then climb back aboard the aircraft and open fire on the army of Professor Genki lookalikes heading your way. This Virus Injection consists of just one wave, but it requires you to kill 101 virus programs in order to clear it. Avoid shooting the Portals when you target the Genki figures. They can't hurt you while you're airborne in the Void, so let a number of them spawn, then fire a set of rockets right into the crowd to rack up the kills. If you get tired of shooting Genki in a barrel from a modest hovering altitude, feel free to leap out of the Void and use the Shrink Stomp to give yourself a number of miniature Genkis to squash with your Presidential foot!



MEET PIERCE ON THE SHIP

Return to the ship and meet up with Pierce down in the lounge. He's got a new outfit for you, as well as a new Side Quest.

SIDE QUEST: GHOST WRITING

- Meet Ben on the ship.
- Shut down the Hot Spot.
- Clear out Zin troops.
- Hack the local Rim Jobs.
- Initialize Virus Injection.
- Meet Ben on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,300	4,500	Buff Element—Freeze

MEET BEN ON THE SHIP

You can find Benjamin King on the lower deck of the ship, opposite where Kinzie's beanbag chair is. He's busy working on a sequel to his novel and wants your help doing a little research for him out in the Simulation. Ben is pretty much all business, but he's always willing to please a fan.

SHUT DOWN THE HOT SPOT

Use the Gateway to Loren Square to return to the Simulation just steps from this Hot Spot. This particular Hot Spot has three generators, two of which are located on the ground on the north side of the shield. Tackle these generators first. Clear the Zin on the rooftops overlooking the two generators, then call for two Super Homies to help support you in this fight. Shrink Stomp and Freeze Blast can temporarily neutralize the Zin defenders, but not long enough to disable a generator. You'll be able to focus on the task at hand if you have a couple Super Homies distracting the Zin. If you'd rather go it alone, use the Bounce Rifle and Fire Buff to clear out the Zin and police nearest you before attacking each generator.

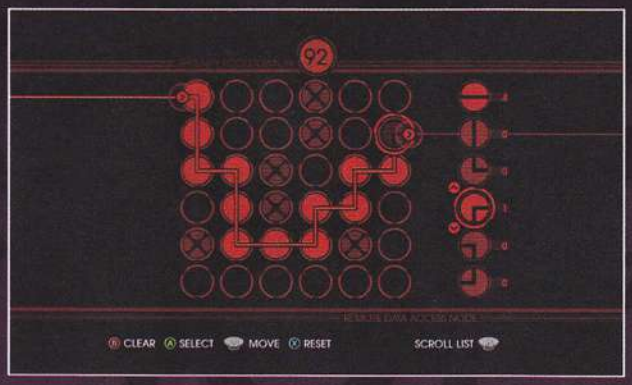


The third generator is atop a floating platform high above the ground, and seven Zin are guarding it. Leap down and attack the controller to disable the Hot Spot.

CLEAR ZIN TROOPS

Ben wants you to clear out a Flashpoint on a roof just a couple blocks north of the Hot Spot. Wall Jump off the building and land on the roof in a Shrink Stomp to shrink a number of the Zin. Run across the shrunken Zin for a Squishy Combo, bonus then finish off the others any way you like. The final two Zin in the area are likely atop the raised ledge where the satellite dish is. A Warden guards this Flashpoint, so leap down to the street when the fire starts to rain from the sky, and use your Fire Buff and Telekinesis attacks to disable his shield so you can kill him. The struggle to finish him off is tricky, but don't despair if the Warden repels your attempt to absorb his power. Just fire a few more shots at him before diving at him again. The death struggle proves much easier the second time.





HACK RIM JOBS

If you've been following along and completing the Quests as laid out in this chapter, this is the final store left to Hack. Journey to the eastern edge of town, to the Rim Jobs in Camano Place, and set to Hacking the store open. Guide the current down to the third row, then step it down under the two corrupt nodes in the third column before zigzagging it back up to the exit. If you haven't driven many of your more recent acquisitions, consider leaving the Rim Jobs behind the wheel of the Wraith. You can't customize this particular car, but it is certainly fun to drive—and can earn you some sweet powerslide bonuses if you hold the handbrake while keeping the accelerator on the floor.

UPLOAD THE VIRUS

This Virus Injection consists of three waves of thugs and hooligans. Many arrive on motorcycle, brandishing guns, while others emerge from Portals. Lob a Fire Blast at their motorcycles to set off a series of explosions. Using the Fire Buff with the Lasergun Arm is another great way to light the enemies up, explode their motorcycles, and quickly complete the objective.



MEET BEN ON THE SHIP

The nearest Gateway is just steps away from the Virus Injection site. Use it to return to Ben on board the ship to gain a second element for the Buff ability. Now you freeze enemies solid simply by walking past them or by shooting them with your guns while Freeze Buff is active.

SIDE QUEST: EMBRACE THE CRAZY

- Clear out Zin troops.
- Assassinate rogue program.
- Go play in traffic. Break the rules for a bit.
- Time to mess some stuff up… mentally!
- Meet Pierce on the ship.

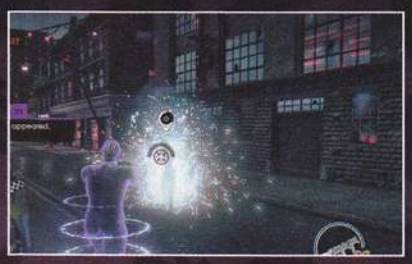
SIDE QUEST REWARD

XP	CACHE	OTHER
3,800	13,000	Inflato-Ray Upgrade

CLEAR ZIN TROOPS



Use the Gateway to reach Henry Steel Mills, and proceed southwest to the Flashpoint that Pierce identified. The Zin are bunched together pretty tightly atop the roof where the Flashpoint is, making it very easy to kill them all with Buff and the Bounce Rifle. A few shots is all it takes to rack up the Multi Kill bonuses and (if using the Fire Buff) move one step closer to completing the "Set the World on Fire" challenge.



GO TO THE LOCATION

The Test Visual program is located a kilometer to the east, in the Ashwood neighborhood. Cross the bay to where the target is located, and put your newfound Freeze Buff element to work. Your bullets won't freeze the enemy solid, but they'll increase the amount of damage each bullet inflicts, making the target that much easier to kill. You can use Shrink Stomp to shrink the target, but you won't be able to squash him to death, as programs involved in Security Deletion events are special and don't behave like other enemies within the Simulation.



GO PLAY IN TRAFFIC

This is the fourth and final Fraud Activity, and though it's only rated as a Medium difficulty, it can prove quite challenging if you don't have a good idea where to go for a big combo. The two bonus areas are located near bridges with lots of traffic: one is located to the south of the starting point, while another lies to the east. Visit either of these intersections to fill your Adrenaline meter, then soar across the Henry Steel Mills area to the western shore. The road that curves around the northwest edge of the island is ideal for racking up huge combos, as the cars are plentiful and there are very few overhead obstructions. Limit your lateral movement off of each collision to avoid traveling too far down the road. Keep it up to earn a gold medal. You'll unlock the Immovable Object upgrade if you obtain a gold medal in all four Fraud Activities.

COMPLETE TK MAYHEM



This Telekinesis Mayhem event in Rosen Oaks comes late enough in the fight that you should have most (if not all) of the Telekinesis upgrades by the time you tackle it, provided you've completed Activities as directed by Quests. Having those upgrades allows you to repeatedly catch and throw the same Mayhem ball at the police cars without having to go searching for additional Mayhem balls. Hold your ground near the starting point, and approach the cop cars with a Mayhem ball. Throw it at the car, then retrieve it with Telekinesis as soon as it starts to damage the cars. Continue to do this until the cars explode, then look for the next batch of police cars. If no police are present, swing the Mayhem ball at pedestrians and other vehicles to keep the combo alive. There's no need to lob the Mayhem balls down the hill or run around searching for additional Mayhem balls. Just continue throwing and retrieving the same one until another appears nearby. Or, if you prefer, grab hold of a Mayhem ball and run around with it in front of you as you smash through parked cars, pedestrians, and signs.

MEET PIERCE ON THE SHIP

Return to the ship and talk to Pierce to collect your weapon upgrade for the Inflato-Ray. This upgrade causes inflated enemies to explode, damaging other enemies. This also completes Pierce's Side Quests and earns you "The Face of the Saints" Achievement/Trophy.

Kinzie: I did what you asked. We're ready to save your friend.

RESCUE JOHNNY GAT

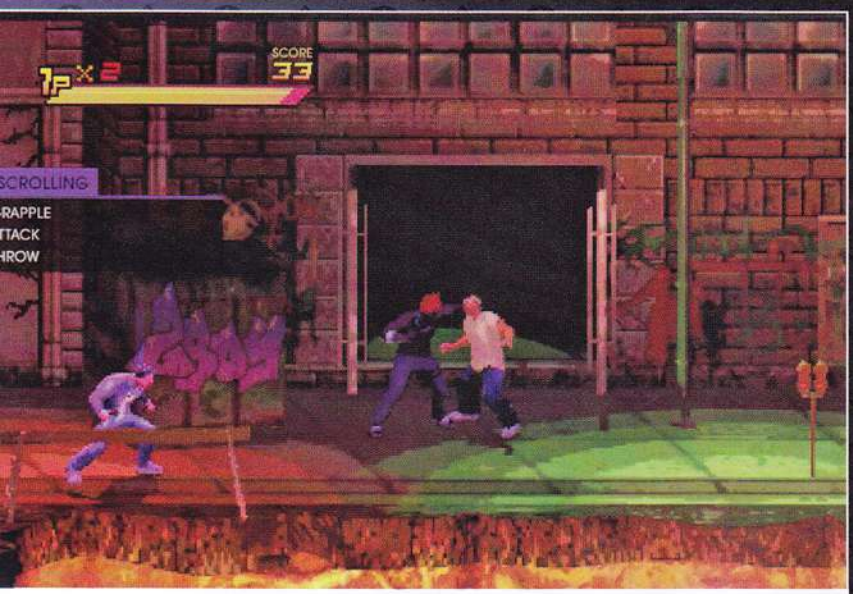
OBJECTIVE REWARD

XP	CACHE
2,500	5,000

Tensions are running high aboard the ship as the time to rescue Johnny Gat draws near. Kinzie and Matt made sure to leave Johnny for last—all other Homies must be rescued before this mission becomes active—and now they're worried. The only way to rescue Johnny is to tap directly into his mind from the ship, as opposed to the Broken Shillelagh. This alerts Zinyak to their location and quite possibly risks humanity's last hope at survival.

SAINTS OF RAGE

Johnny's simulation isn't a shooting gallery or a fast-food restaurant as the Boss predicted: it's a side-scrolling beat 'em up that goes by the name Saints of Rage. Fans of old-school videogames will no doubt feel a wave of nostalgia wash over them as they take to the streets alongside Johnny Gat in this classic brawler.

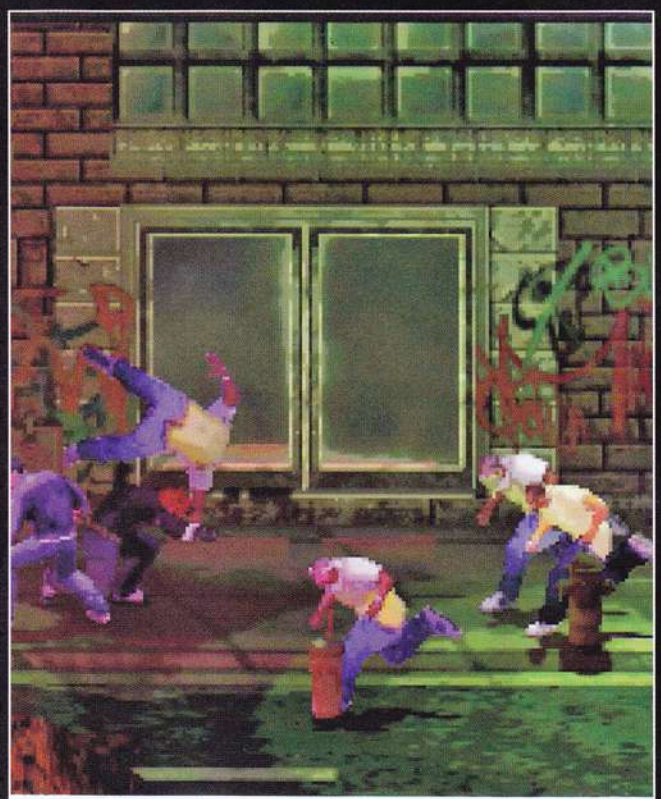


As Player 1 (1P), you begin with just two extra lives, so make them count.

SIDESCROLLING CONTROLS

ACTION	X360	PS3
Jump	A Button	X Button
Punch	X Button	Square Button
Kick	Y Button	Triangle Button
Grapple	B Button	Circle Button
Attack	X (during Grapple)	Square (during Grapple)
Throw	Y (during Grapple)	Triangle (during Grapple)

You and Johnny Gat have to get to the Vice King's HQ to rescue Aisha. To do so, advance along the stage from left to right using your punches and kicks to dispatch the Vice Kings who attack. Leap over obstacles and avoid the pits in the foreground—one misstep, and you'll plummet to your death. Accidents do happen, but fortunately, you can replenish your health and gain an extra life by picking up a flashing soda.



Flashing food pickups like this soda yield extra lives when you have full health.

Johnny fights with twin knives, but you'll be starting out with your bare fists. Unleash a fury of punches and kicks to fight your way through the Vice Kings. Grab an opponent by pressing the Grapple button, then repeatedly attack him while he's in your grasp. You can also throw an enemy after a grapple.

Fight your way down the street. Let Johnny take the lead against the armed combatant, then pick up the dropped bat and get ready for the thugs exiting the doors in the background. Mash the punch and kick buttons to pummel the foes into submission, and continue to Kingdom Come Records down the road. Each of the enemies in the next wave is armed, so it's time to use a jump kick attack. Leap into the air, and press the Kick button while airborne. This makes the Boss dive on an angle and kick an enemy backwards. It's a great way to both deal heavy damage and evade an attack. Finish off Warren Williams' bodyguards to complete stage one.



The flying kick is a staple of beat 'em ups.

Stage two takes place inside the recording studio. Fight your way down the hallway toward the elevators. Stick close to Johnny Gat, and try to string as many hits together as you can. The more hits you can combo, the more elaborate your attacks become. You can even unleash a rolling throw, some repeat slams, and a number of other potent attacks. Just keep on the move to avoid being surrounded, and continue punching and kicking.


Wait for the electric barriers to turn off, then run past safely.



Try various combinations of button presses for a proper old-school tribute.

BURGER AND A POP

It's useful to save pickups to restore your health after a battle, but you can't ever scroll back to the left to get an item you left behind. For that reason, it's better to pick up two items in quick succession to ensure that you get full health as well as an extra life.

You and Johnny ride the elevator up to Warren Williams. Johnny continues to attack with his twin blades, leaving you to aid him with flying kicks and punches. Warren has a baseball bat and focuses his attacks on you, so you need to be careful. Use flying kicks to change sides and draw Warren back toward Johnny. Try to kick Warren from behind, then back away to avoid his counterattack.


Warren Williams is going to pay!

Stage three takes place back on the street as Johnny leads the way to Aisha's house. The road is crawling with Ronin, many of them armed with swords. Grab any available weapons and fight past the Ronin to where the next large pit in the road is. Keep the action to the far left of the screen to avoid falling into the hole. More and more Ronin stream out of the house, so it pays to steer clear of the hole in the street when you fight them. Aisha's house is just ahead!



Build your combo clear of the fiery pit on the right.

Johnny rushes in to save Aisha, but it's too late. Fortunately, Kinzie can effectively rewind the simulation and give you a chance to be the hero who saves the damsel in distress.

The only way to save Aisha for good is to defeat Jyunichi. Enter the room and begin attacking at once. Johnny Gat soon chips in with his daggers, and the two of you can drain Jyunichi of health in no time. Unfortunately, that's not the last you've seen of Jyunichi.

The battle continues with the leader of the Ronin reborn as Super Jyunichi. The targeting reticle that tracks you after Super Jyunichi leaps into the air represents the landing spot for his Death From Above attack. Move around for two seconds, then leap and perform a flying kick to avoid the attack. Super Jyunichi crashes to the ground harmlessly, providing you with an opportunity to attack. Continue to pummel Super Jyunichi with punches and kicks, then grab hold of him and throw him.



Perform a flying kick to avoid Super Jyunichi's Death From Above attack.



Super Jyunichi can't hit you with his sword when you're throwing him across the room.

FIND GAT'S POD

Your success in Saints of Rage has freed Johnny Gat from his simulation, but now you've got to find him somewhere aboard the alien mothership and retrieve his body. You'll be using the power armor again, though this time you needn't worry about the weapons malfunctioning. You have full use of the cannons, rockets, dash, and melee bash attacks.

Use the thrusters to reach the upper walkway, and immediately open fire on the Zin near the doorway. Proceed through the door and down the ramp to the lower level. Shoot any Zin that get in your way, and collect the repair capsules to keep the mech in tip-top shape. Dash through the door to reach the room containing Johnny's pod.



Fly up to the pod to see if there's any sign of Johnny.

FIND GAT

The far side of the room is crawling with Zin, particularly those with ZTek Force Shields, but you don't need to deal with them. Fly across to the door at the far side of the room, and dash through to continue on. Descend the ramp in the hallway to the sounds of Zinyak issuing a "kill order" for the escaped prisoner. That could only mean Johnny is still alive!

Proceed to the lengthy room with the dozens and dozens of pods. Ignore the XORs that fly past when you enter, and approach the edge of the first platform. This area contains multiple platforms, each of which has a Marauder waiting to drop into position. Your thrusters won't keep you aloft across the length of the room, so you'll have to land and battle the Marauders one by one. Fighting a Marauder in such close quarters without a second person to distract it requires a plan. Land in front of the Marauder, and wait for its lasers to appear. Quickly skirt around the side of the Marauder as its lasers fire so you can get a shot at its green weakpoint before it can spin in place. Use the cannons or rockets to destroy it. The mech does suffer some damage if you fire the rockets at such close range, but luckily, the Marauder drops some repair capsules.



Wait for its lasers to appear, then quickly strafe around to the other side and fire on its green spot.

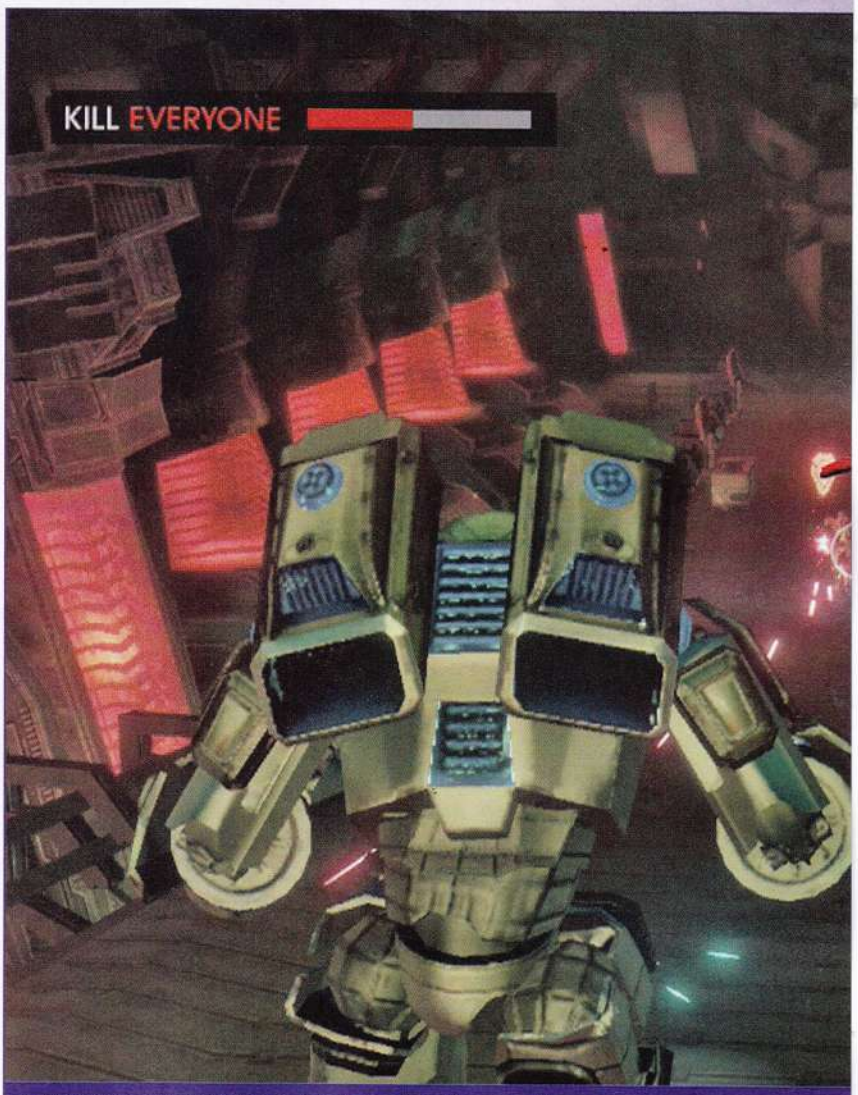
Fly to each of the three platforms, open fire on the Zin and Murderbots waiting in the wings, and then deal with the Marauder in the center of the platform. Continue through the door to the left of the third platform and down the ramp to the numerous Zin running away from you. One or two rockets are all it takes to rack up 10 or more One Hit Kill bonuses. Fight your way past the Murderbots down the hall to the left to the large multi-level room ahead.

The ship's defenses have raised a forcefield over the exit from this room. The only way to deactivate the barrier and continue forward is to kill everyone inside the room. Fly up to the Marauder that appeared when you entered the room, and deal with it first. Blow up the Murderbots nearby and regroup before tackling the Marauder across the room, located on the opposing balcony. When ready, fly across to the other Marauder and kill it the same way as the others. With the two Marauders down, the Zin begins sending more foot soldiers at you. Use your rockets to take out the Zin with ZTek Force Shields, then descend the ramp to tackle the next Marauder.



Take out the four Marauders first so you can more easily deal with the Zin and Murderbots.

There are a total of four Marauders in the room, each of which is above the main floor. The first two you encounter (the ones nearest the forcefield) are on the higher part of the sloped balcony. The other two are at the rear of the room, overlooking the door you entered through. Continue using your rockets to eliminate the Murderbots and other Zin on the H-shaped upper walkway.



The Zin reinforcements emerge from the doors in the corner of the upper walkway.

Once there are no signs of additional targets on the walkway, return to the main floor. You can find the final 10 or so enemies in the center of the room. Continue firing until Kinzie announces that the shield is down. Eliminate the Marauder to the right of the exit, and brace yourself for an army of Zin streaming down the hall toward you. Put your dash and melee bash attacks to use, and fight past the throng of alien guards to the marker at the end of the hall. Johnny's just up ahead, and boy, does he have a story to tell...

DASH SHIELD

Rescuing Johnny Gat unlocks the Dash Shield. Tap the Super Sprint button to dash a short distance. Dash Shield generates a shield that can block all incoming damage and reflect projectiles headed your way. This works even when you perform an Air Dash! Dash Shield fades as you continue to Super Sprint.

DEATH FROM ABOVE

Matt Miller: Jump-kicking works in 2D side-scrollers. Let's see how it works here.

LEARN MORE ABOUT DEATH FROM ABOVE

OBJECTIVE REWARD

XP	CACHE
N/A	N/A

Rescuing Johnny Gat unlocked the Death From Above power—the very one that Super Jyunichi used against you at the end of Saints of Rage. Classic! Make your way to the Broken Shillelagh to get this training mission underway.

COMPLETE TRAINING

Leap into the air, and hold the Zoom/Look button to aim your Death From Above attack while maintaining altitude. Press the Attack button to dive at the ground where the crosshair is to impact with enough force to kill those standing nearby. The higher you are when you initiate the Death From Above, the more damage you inflict around your landing point.

Use this new ability to eliminate the Zin that Kinzie spawns into the training simulation. Charge your Super Jump, aim the reticle near the Zin, and perform the Death From Above to crush them with the force of your impact.



You can use Death From Above to obliterate Zin, their vehicles, and anything else nearby.

If you are MAX level, completing this training session allows you to purchase the Nuke upgrade for Death From Above. This upgrade allows you to trigger a nuclear blast by using Death From Above from a high altitude. Try Super Jumping off the top of a tall building or Tower to trigger the effect!

THE KINZIE GAMBIT

Shaundi: Everything's in place. It's time to end this once and for all.

MEET THE CREW TO BRING DOWN ZINYAK

OBJECTIVE REWARD

XP	CACHE
3,000	6,000

You've succeeded in rescuing all of your Homies, and the time has come to bring the fight to Zinyak, to avenge the lives of those 7 billion humans he killed when he decimated planet Earth. Make your way to the northwest corner of Steelport and find the warehouse where Kinzie had you go shortly after being dropped into the Simulation. The crew is going to enter the Simulation and meet you there.

ENDLESS EXPLOSIONS

This is a great time to purchase the Explosive Ammo 4 upgrade if you haven't already done so. Level 4 ammo upgrades grant you infinite ammo for that specific weapon type. And what can be better than infinite ammo for a rocket launcher? This upgrade costs 42,000 Cache and requires the three previous Explosive Ammo upgrades.

GO TO KINZIE'S WAREHOUSE

The Zin have been tipped off to your crew's location and have amassed an army of hundreds to storm the warehouse. Run to the catwalk overlooking the warehouse floor, and begin firing your rocket launcher or Tyrant RPG at the Zin marching in. The Zin are using suppression grenades to prevent you from using your super powers, so you're going to have to make do with guns and rocket launchers alone.



The purple energy waves are from the suppression grenades.

Leap down, and swap out the Tyrant for the standard rocket launcher if you don't already have it equipped (good old-fashioned human rocket launchers have a much faster firing rate). Then, head outside. Matt and Asha are going to strike out on their own, leaving you and the rest of the crew to reach the helicopter atop the nearby roof.



There's no better time for infinite rocket launcher ammo.

Target the alien tanks outside the warehouse with the rocket launcher, and don't stop firing. The larger tanks require two rockets in order to be destroyed, so don't stop firing until the vehicles go up in flames. Additional Zin soon arrive on foot, as well aboard XORs and Voids. Listen for your crew's alerts, and scan the skies for enemies attacking from overhead. Retreat back to the safety of the warehouse if you're in danger of being overrun.

GET TO THE ROOF

Clear the Zin away from the area outside the warehouse so Asha and Matt can flee on the motorcycle parked outside. Sprint up the fire escape on the right alongside Johnny Gat, Fun Shaundi, and Shaundi. Pause to fire a rocket at any XORs that get too close; otherwise, keep running, and board the helicopter as quickly as you can.



Take out the Void and any XORs before climbing the second fire escape.

Climb aboard the helicopter, and immediately open fire on any nearby Voids. You can control the Eagle helicopter much like the Void in hovering mode, but you can also use the shoulder buttons to direct the Eagle to perform quick turns to the right and left. Use the Eagle's rockets and chaingun to cut down any aerial targets, then turn to the left and begin destroying the Zin's tanks.

Pierce and Benjamin King climbed into the purple and white car, and it's up to you to protect them from the sky. Follow behind them, and continue to bombard the Zin with your weapons systems. Although you can easily destroy the Asserts with the Eagle's chaingun, a single rocket strike can obliterate multiple alien vehicles, provided you aim out in front of the Asserts to account for the slow speed of the rocket.



The Zin have dozens of vehicles en route, so don't stop firing!

Pause to blow up the tanks on the overpass as Pierce and King drive underneath them. The Zin may have failed in that attempt at a roadblock, but there are several more up ahead. Continue protecting the car as Pierce and King drive through the refinery.

SCOUT AHEAD

The Zin have set up a road block under the highway, down the road to the left. Descend as low as necessary in order to spot the Zin tanks under the bridge, then open fire. Clear out this roadblock from a low altitude so Pierce and Ben can get past, then return to your previous cruising altitude. Cover the car as it turns onto the bridge to the south. Pierce makes another quick turn to the east—fly out in front of them, and take out the roadblock near the bridge.



You'll have to get good and low in order to get a shot at these tanks under the highway.



Continue scouting ahead to eliminate roadblocks like this one at the east end of the bridge.

ENTER THE BUILDING

The Eagle crash-lands on the roof of Professor Genki's super ethical reality studio. Enter the building via the door on the roof, and descend the stairs to the killing floor. Professor Genki has set up a shooting gallery of sorts for his sadistic brand of reality programming. You must use the machine gun turret to defend Kinzie while she tries to Hack her way out of the studio.

Dozens of Zin soon march across the floor of the studio in an effort to stop Kinzie from Hacking the controls. Man either of the turrets, and open fire on the Zin to keep her safe. Continue shooting anything that moves on the floor of the studio.



Fire in bursts to prevent the chaingun from overheating.

Kinzie finishes Hacking the system just as the game show starts. You need to continue killing the Zin in order to fill the Murder Meter, but bullets aren't your only recourse. A number of "Ethical" and "Unethical" signs have appeared across the arena. Shooting the "Ethical" signs activates a bevy of fire- and electricity-based traps that you can use to kill numerous Zin. Shooting the "Unethical" signs, on the other hand, electrifies the bars near the chainguns and gives you a jolt.



You'll get quite a shock if you shoot the "Unethical" sign.



Shoot the "Ethical" signs to activate the various traps.

Kinzie, Shaundi, and the others take cover off to the left, leaving you to fill the Murder Meter on your own. The Zin continue entering the room through the doors to the left of the generator and off to the far right side of the room. Gun the stragglers down with the chaingun, then trigger a fire or electric trap to slay the larger groups once they draw close. Professor Genki eventually saunters out onto the floor. Focus your guns on him, and don't let up until he's spewing Health Orbs.



Gun down Professor Genki when he enters the room to win a chance to enter the prize room!

GO TO THE PRIZE ROOM

Enter the prize room to win the Genkimobile! Kinzie takes the wheel, leaving you to sit atop the door and blast anything that gets in your way. Keep the rocket launcher handy, and scan the road ahead for tanks and other roadblocks. The Genkimobile comes equipped with flamethrowers on all four corners of the car, so you needn't worry about individual Zin getting too close. Focus on the tanks and the Asserts, and let Kinzie deal with the rest.



Use the rocket launcher to take out the Zin roadblocks.

Kinzie eventually catches up to Pierce and Ben's car, giving you the added responsibility of protecting them, as well. Ben wants to overload the Simulation, but first, the crew needs to find a way to shake Zinyak.



Clear the far side of the road so Pierce and Ben can make it through the roadblock.

CHECK ON KINZIE

Shaundi escaped the Simulation before Zinyak's arrival only to find Pierce and Ben unconscious on the floor and Asha, Matt, and Keith David all missing. Zinyak really worked over Kinzie in the Simulation, but now that you're aboard the ship, you can check on her.

Kinzie is unconscious and not going anywhere, which is a good thing because you've got bigger issues at the moment. The ship is being boarded! Shoulder the alien rifle—you only have alien weaponry in the real world—and be ready to open fire as the Zin cut through the door to the control room. Shoot the Zin, and then pick up the ZTek Force Shield for protection. Use the shield, and head down the stairs with Johnny Gat to clear out the lower deck. Eliminate all of the Zin downstairs in the lounge and in the area where Ben was working on his novel.



Defend the room, then bring the fight to the Zin downstairs.

GET TO THE BRIDGE

The ship suddenly starts moving, requiring you and Johnny to race to the bridge. Throw down the ZTek Force Shield and run back up the stairs to the door at the top of the steps. A Zin transport ship has attached itself to your ship, and according to CID, it's dragging you and everyone else aboard the ship to their deaths.

GET TO THE CARGO BAY

CID has detected a strange heat signature coming from the cargo bay. Head back across the upper level to the area in the rear of the ship where Matt used to hang out. This is the cargo bay. Gun down the Zin that attack near the control room, then fight your way down the stairs to rescue Shaundi. Switch to the Xenoblaster as you get closer, and mix in some melee takedowns to allow the alien weaponry to cool.



Shoot the alien assaulting Shaundi at the base of the stairs, and clear out the cargo bay.

One of the Zin put a device on the wall inside the cargo bay. Johnny says they're bombs, and he wants you to collect them. Pick up the two bombs in the cargo bay, then make your way to the airlock. Shaundi points out one of the bombs on a crate; the other is on the floor behind it. Return across the ship to the area near Kinzie's beanbag chair, and open the airlock to the right—it's time to board the enemy ship!



Ready your dual Xenoblasters before boarding the Zin ship.

FIND THE BIGGEST, GLOWING-EST THING

Shoot your way past the Zin inside beyond the airlock, and lay claim to the Lasergun Arm in the crate. Johnny helpfully calls your attention to this weapon.

INFINITE SPECIAL AMMO

You purchased the Explosive Ammo 4 upgrade earlier; now it's time to make sure you've acquired the Special Ammo 4 upgrade. This upgrade allows you to use weapons like the Lasergun Arm without fear of ever running out of ammo. As long as you periodically cool the weapon off, you can keep using it indefinitely.

Follow Johnny deeper into the alien ship while you use the Lasergun Arm to cut through the defenses. The Lasergun Arm is powerful enough to even chew through the ZTek Force Shields many of the Zin are carrying. Keep your distance from the Murderbots to avoid getting caught up in their explosive death blasts. Continue through the door to the left of the first Murderbot to find a large red cylinder—big and glowy, as Johnny says. Eliminate the Zin in the room, then place the first bomb on the cylinder where marked.


Use the Lasergun Arm to reach the first bomb location.

FIND SOMETHING IMPORTANT

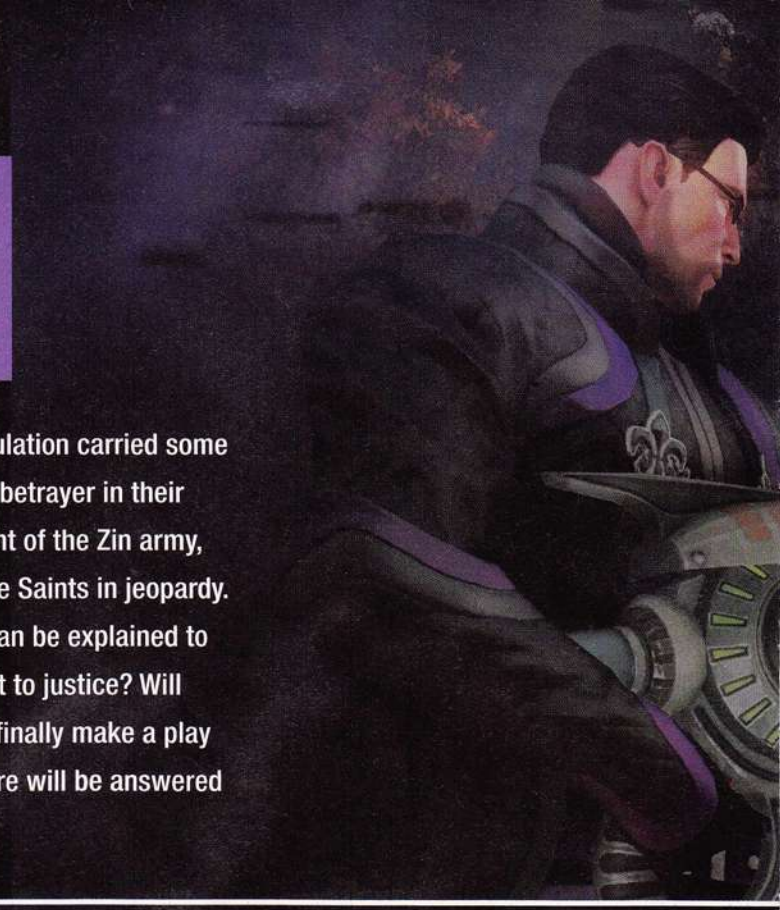
Now that you've found something big and glowy, it's time to place the other bomb on something important. Head up the stairs after Johnny to reach another large red cylinder. Continue using the Lasergun Arm to cut down the Zin and Murderbots in the area, and proceed up the lengthy staircase alongside the red-lit pipe. Shoot the Zin near the computer terminals atop the stairs, then set the bomb in position near the monitors.


These Zin are all that stand between you and something important.

GET BACK TO THE SHIP

The bombs are just about ready to go! You've got one minute to make it back to the ship. Sprint after Johnny as he leads you to the airlock via a different way. Don't waste any time shooting the Zin. Just run! One of the Zin reaches out and grabs you just before you reach the ship. As it snags you, rapidly tap the Attack button to win the struggle and join Johnny on the ship.

ACT 3:
FINAL JUSTICE



Everyone knew sending most of the crew into the Simulation carried some risk, but nobody could have expected that there was a betrayer in their midst. With the Boss doing his best to hold off the might of the Zin army, the traitor aligned himself with Zinyak and put all of the Saints in jeopardy. Treason is never without cause, but whether or not it can be explained to the Boss remains to be seen. Will the traitor be brought to justice? Will Zinyak pay for his crimes against humanity? Will Matt finally make a play for Asha's heart? These questions and many, many more will be answered in the game's exciting conclusion. Stay tuned!

THE GIRL WHO HATES THE 50s

Matt Miller: We're not leaving Kinzie behind.

LOCATE KEITH DAVID

OBJECTIVE REWARD

XP	CACHE
3,000	6,000

Zinyak really worked Kinzie over in the Simulation, and he may have done the same to you if Shaundi hadn't yanked you back to the real world aboard the ship. Kinzie's vital signs are stable—she's alive—but she's been sent to a different simulation, one you currently have no connection to. You're going to need some answers, and the only person who can give them to you is the very man who turned traitor—Keith David himself.

SUPPRESS THE SUPPRESSION

Now that you have the Force Shield, you should immediately spend any Data Clusters you've acquired on the Suppression—Power Recovery upgrades. There are three levels of Power Recovery, and all three come highly recommended. These upgrades allow you to recover your powers faster after being hit with a Power Suppression Grenade.

GO TO KEITH'S RALLY

Enter the Simulation in Loren Square, and proceed a block north to the marker on the street corner. Keith David has been appointed the "Super President for Life" of the Zin-Matrix, and he's having a rally outside city hall. Keith David is a masterful orator and has the support of the city. You, on the other hand, have a mob bearing down on you.



Is there a role he can't play?

Quickly activate your Fire Buff before the Zin lob a Suppression Grenade at you, and grab your Inflato-Ray. Run through the angry crowd of civilians to set them on fire with your Buff, then focus the weapon's beam on one of the Zin to set off a series of explosive kills. The upgraded Inflato-Ray causes enemies to erupt in a massive explosion upon their death, destroying numerous other adversaries along with them.



Suppression Grenades won't extinguish your Buff if it's already active.

Stick to the perimeter of the mob, and make your way away from the Suppression Grenade in order to regain the use of your super powers. Eliminate the remaining Zin that emerge from the Portal, then head to the stage.

FOLLOW THE VICE PRESIDENT

Keith David took off through the building behind the stage. The Murderbot on the stairs is armed—literally—with a Minethrower Arm, so be on the lookout for explosive mine traps. Hit these explosives with the Abduct-O-Matic or a rocket launcher if you don't have the former equipped.

The lobby is crawling with enemies on multiple floors, but you're advised to deal with the Marauder first. Hit it with Freeze Blast to lock it in place, then circle around to its weakpoint and open fire. Ascend the steps to the second floor, kill the few Zin on the south side walkway, then continue up the stairs to the third floor. Some of the Zin are wielding ZTek Force Shields, but most are merely brandishing a Xenoblaster or alien rifle. Take them out! A pair of Murderbots attacks last—stand back and shoot them with a rocket launcher or a special weapon like the Abduct-O-Matic or Lasergun Arm.



Most of the Zin are located on the third floor.

ENTER THE OFFICE

After you've killed the Murderbots, enter the office at the rear of the third floor. Keith David is waiting for you.

After some drama that you simply have to watch for yourself, you suddenly find yourself in a dark alley, alone. Advance through the alley toward the neon sign, and follow the light to the left. Watch the scuffle, then join the kilt-wearing Roddy Piper in the lot. Consider him your tag-team partner for the rest of this mission.



It appears Zinyak dropped Keith David into the Piper's Pit.

FIND THE VICE PRESIDENT

Take out the Zin that emerge from the door to the building, and head inside. Lead your new friend Roddy down the hall to the stairwell and up to the broadcast studio on the third floor. Kill the Murderbot and CID in the studio, and take off after Keith David as he flees once again, this time to the roof.



We interrupt this broadcast...

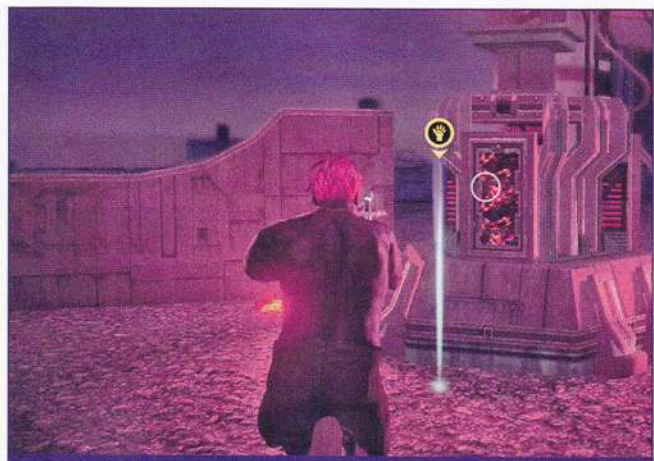
Let Roddy deal with the Zin in the hallway while you open the door to the next stairwell. Sprint up the stairs to stay on Keith David's heels as he makes his way to the rooftop.

Roddy realizes the satellite is controlling Keith David, but you'll need to destroy the dozen CIDs circling it in order to first disable the shield. Use the sniper rifle just outside the door to pick off the Zin manning the turrets on the roof, then take aim at the CIDs. Without your super powers, you are somewhat limited in ways to take out these robots. It's possible to snipe them one at a time with the sniper rifle if you'd like or hit them with the Abduct-O-Matic if equipped, though the angle is a bit tricky. A good option is the Lasergun Arm, as its sweeping side-to-side spray ensures multiple hits as the CIDs fly around the shield. Stick close to the utility box for cover, and use the Lasergun Arm to eliminate the targets as they fly around the front of the shield. Or, if you don't have the Lasergun Arm, hop into one of the nearby chaingun turrets and down the circling CIDs with the Zin's own ammo.



The sweeping action of the Lasergun Arm makes taking out the CIDs a breeze.

Fight your way past the numerous Zin spawning from the Portals, and climb the stairs to the satellite dish. Ignore the Portals and any Zin that aren't directly in your path, and disable the satellite just as if it were a Hot Spot back in Steelport.



Reach in, and rip those wires out!

Roddy Piper manages to beat the brainwashing out of Keith David but makes the mistake of putting him a sleeper hold before Keith David spills the beans on Kinzie's whereabouts. Regardless, you have your right-hand man back (and no longer need to kill him for being a traitor), and you can call upon Roddy Piper as a Homie whenever you wish.

LOYALTY: SR3 WRAP-UP

- Spend quality time with Gat.

SIDE QUEST REWARD

XP	CACHE	OTHER
1,000	2,000	Super Homie—Johnny Gat



MEET JOHNNY GAT

Matt Miller is going to recreate Genki Bowl so that you and Johnny Gat can catch up with one another. Head to the Broken Shillelagh to meet Johnny Gat and partake in Professor Genki's Super Ethical Reality Climax. Kill everything in front of you; extra points for not dying! Load up on the weapons spread across the tables, and be sure to grab the Penetrator leaning against the wall, a favorite melee weapon from your past. This mission, despite being timed and scored, is for entertainment purposes only and is primarily designed so that you and Johnny Gat can discuss the events between *Saint's Row: The Third* and *Saint's Row IV*.

ROUND 1

You have 2:45 to score 1400 points without using any of your super powers. Equip the TAK-10 Streetsweeper shotgun, go through the doors, and start blasting away at the costume-clad targets. Ignore the green pedestrian target hovering above the ground, since you can't do anything about it without your Telekinesis ability. Shoot the "Money Shot" signs for bonus points and the "Ethical" signs to set off traps throughout the arena and gain a temporary shield. Be careful not to hit the "Unethical" signs, as doing so costs you points.

Take cover from the snipers on the catwalk, and wait for a gap in the flames before continuing on. String together five quick kills to earn a 5x bonus, and push on through the third room to the exit. The doors for the exit won't open until you hit the goal score. Once you do, however, you're free to run straight past the remaining enemies to the exit.





ROUND 2

The second round begins with a little joke that Matt plays on you. Make your way across the room with the electricity barriers at the start of the round to regain your super powers and start the round for real. You have 3:00 to score 1800 points and you can now utilize the pedestrian targets that Genki has hung throughout the arena to rack up some Telekinesis Kill bonuses.

The jungle-themed second round contains plenty of water, fire traps, and numerous enemies you can shoot and/or throw through the Telekinesis targets. Fight your way through the jungle island as directed by the arrows, but watch your step! One of the enemies is equipped with a Minethrower Arm and is littering the ground with numerous explosives. Slip past the "Unethical" sign that blocks the path without shooting it.





ROUND 3

Matt grants Johnny his own set of super powers at the start of the third round. You have 3:15 to score 1450 points in the third round, an ample allotment given the breadth of your abilities. Continue using your guns to shoot the signage, but employ Telekinesis and Fire Blast to make quick work of the enemies in the arena. You'll encounter several Genki Girls as you make your way through. Beware the large balls of yarn they throw at you and Johnny.

Wade through the water to the doors leading back into the warehouse. This final stretch of arena is divided into two areas. Use Telekinesis to throw the enemies through the targets to bolster your score—they're worth 125 points each—but try to keep moving. Be careful where you lob your Blast attacks, since there are multiple Unethical signs you want to avoid.



Continue into the final area where Philippe is waiting before the time runs out. Activate your Freeze Buff, and open fire on Philippe from close range with the shotgun while Johnny uses his own super powers to add to the damage you're inflicting. Once Philippe has been drained of almost all of his health, Johnny moves in for the execution.

SIDE QUEST: THREE-COUNT ROYALE

- Meet Asha on the ship.
- Race through the system.
- Clear out Zin troops.
- Initialize Virus Injection.
- Shut down the Hot Spot.
- Meet Asha on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
2,900	8,000	Weapon—Energy Sword

MEET ASHA ON THE SHIP



Asha likes to get her sweat on downstairs, where the bench press and heavy bag are located. Descend the stairs to find her on the end of the ship where Kinzie's beanbag chair is located. She's got a list of tasks she wants to see you perform. She wants to know if you're really MI6 material.

COMPLETE A RACE



Use the Gateway in Ashwood to reach the start of this next Blazin' event. The course is straightforward, but the presence of numerous firewalls in the tunnel makes it vital that you manage to weave through the small gaps in the tunnel divider to avoid a time penalty. Make the first jump in the course a little early, and angle to the right to hit the checkpoint. The second jump comes at the end of the course. Charge your Super Jump as you near the firewall at the end of the road, and leap for the building where the finish is. Land in a Wall Sprint on the side to reach the top while the time is still frozen from the previous checkpoint.

CLEAR ZIN TROOPS

Asha's Flashpoint isn't far from the race. Make your way to the location, and leap off the nearby rooftop to strike the Zin with a Death From Above attack. Aim for the center of the Flashpoint to deal as much damage as you can. You can't see the Zin from too high of an altitude, but they're there! And they're going to learn what Death From Above is all about! Those with the Nuclear upgrade can try to launch from an even taller skyscraper and Glide over the target site before beginning their Death From Above attack. The trick is to be high enough to trigger the nuclear explosion, but low enough so that the simulation runs the programs for those Zin aliens you're trying to kill—they don't appear until the Boss is close enough to warrant their appearance. Glide in at an elevation slightly higher than your best Super Jump and perform the Death From Above attack from there.



UPLOAD THE VIRUS

Head to the factory to the north, and begin the Virus Injection diversion. This particular survival event contains three waves of enemies, primarily police. Explosive deaths from Fire Blast and the Inflato-Ray can make quick work of the police, especially since they tend to congregate around their highly explosive police cars and motorcycles. None of the waves contains more than 10 enemies, making this one of the faster Virus Injection diversions you'll encounter.

SHUT DOWN THE HOT SPOT

The next Hot Spot is all the way across town, located to the south in Bridgeport. There are three generators spread relatively far apart from the main controller, and they're each well-guarded by Zin with Suppression Grenades. Tackle the one on the warehouse to the north first. Consider using the sniper rifle from a nearby rooftop to eliminate the Zin on the roof before moving in to destroy the generator—make sure to snipe the Zin manning the turret if you can. Circle around the Hot Spot in a counter-clockwise direction to the generator atop the roof to the southwest, and once again, eliminate the Zin before moving in to destroy the device. The third generator is to the east, on a platform. Glide to it from the second generator or use the other nearby platforms to reach it. Even this smaller platform has a Zin on a turret, so don't let down your guard.

The Zin aren't about to let you get to the controller without one more fight. Prepare for multiple Murderbots and a Marauder standing guard inside the shield. The Abduct-O-Matic works wonders against the mechanical manifestations of the Zin army, but a quick Freeze Blast and a shot from the alien RPG is equally effective.

MEET ASHA ON THE SHIP

The nearest Gateway is just steps away from the Hot Spot. Return to the ship and meet Asha to receive the Energy Sword. The Energy Sword can slice through most enemies with a single strike, de-rezzing their simulated bodies on the spot.

SIDE QUEST: RISING ACTION

- Initialize Virus Injection.
- Assassinate rogue program.
- Clear out Zin troops.
- Meet Ben on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,100	8,500	Outfit—Ben King Suit

UPLOAD THE VIRUS



Use the Bridgeport Gateway to quickly access The Grove, where Benjamin King wants you to upload a virus. Hop onto the roof of the house after initiating the Virus Injection, and prepare for an influx of Zin and their vehicles. Take over one or two Asserts and XORs with Mind Control to quickly tilt the odds in your favor. The Virus Injection consists of three waves containing 10, 15, and 15 enemies, respectively. Standing on the roof gets you safely out of the blast radius from RPG and other explosions and ensures that you have a clear view of the street. Another great tactic is to use the Inflato-Ray on the Zin manning an Assert's turret—blow him up, and watch all the other Zin nearby get caught in the blast.



GO TO THE LOCATION

Ben wants you to take out a Security Program named Zinnimda located near the highway in Loren Square. Zinnimda is a red block-headed creature that has Telekinesis and Blast powers. Hit it with your rifle, then fire a rocket or two at it to take it down. Beware any decoys in the area, as they'll also use their Telekinesis ability to hurl cars and other large objects at you. Zinnimda doesn't have any protective shields or standard guns.

CLEAR ZIN TROOPS

Head back across the river to The Grove, and use the nearby Tower to gain some added altitude. Unload on the Flashpoint with a Death From Above attack. Use the Bounce Rifle to quickly eliminate any Zin that survive the attack before reinforcements arrive on the scene. None of the Zin at the Flashpoint will be equipped with ZTek Force Shields, nor are there any predaliens. Those variants arrive strictly from the Portals, and you can ignore them.



UPLOAD THE VIRUS

Ben lost his notes from your previous Virus Injection, and now he wants you to do it again. You might as well call in some Super Homies for backup. You may not need their help, but it's fun to listen to two Homies who had never met converse with one another (e.g., Asha Odekar and Veteran Child),and they can sure make a battle go faster! The first wave contains 20 police arriving by car and by motorcycle, whereas the second wave contains 24 police, with some arriving by Portal. Toss the numerous police vehicles around with Telekinesis Lightning, and watch the kills pile up.



MEET BEN ON THE SHIP

Return to the ship and talk to Ben to wrap up the Quest. Ben isn't quite done working on his sequel just yet. He'll need your help again, but he's happy enough with his current progress to give you your very own Ben King Outfit. Now you, too, can dress like a gangster-turned-author!

RESCUE KINZIE

OBJECTIVE REWARD

XP	CACHE
3,000	6,000

Keith David was able to remember overhearing a numerical code that Zinyak said was linked to Kinzie's location. Matt can't figure out how to put the numbers to use, but CID probably can. Use the Gateway to Brickston, and head back out onto the warehouse docks, where Kinzie's hideout was located, to meet up with CID.

Matt sends the code to CID, who promptly goes haywire from the data. Follow after CID as he heads directly east to a brick building across from the warehouses. CID then uses his scanner to reveal a rabbit that Matt believes to be connected to a secret room. Touch the symbol to reveal the passageway.



It's definitely time for another "down the rabbit hole" reference.

FIND KINZIE

You find your way into Kinzie's simulation, only to realize you've been there before. It's the same golly-gee, sanitized 1950s version of Steelport that you were originally sent to. Kinzie is *not* going to be happy about this.

Start down the sidewalk, heading to the left to find a woman who appears to be Kinzie tending to a flower bed in front of the first house you encounter. Stomp the flowers when prompted to short-circuit her programming and expose her as a decoy. It appears that displaying anger or profanity is all it takes to discombobulate the fake Kinzie.



The real Kinzie doesn't do gardening.

Commandeer any of the parked cars nearby, and continue down the road to the left. Turn to the right at the first corner, and follow the blue marker on an angle left and then right again to continue the search for Kinzie. The police car up ahead has Kinzie in the back seat—you must stop that car! Chase after the cop car, and cut in front of it while slamming on the brakes, preferably while there's oncoming traffic. The cops eventually pull over and get out.




Cut in front of the police car to make it stop, then defeat them with your bare hands.

The Kinzie in the police cruiser turned out to be another decoy, but the real Kinzie was able to shout a call for action before the decoy disappeared. You have to get to city hall at once!

Continue down the main street to the park where you fought the Sheriff so long ago. Kinzie—the real Kinzie—is being held captive on the stage next to the town's new mayor, Cyrus Temple. Cyrus has the people of Steelport in a trance as he drills his societal orthodoxy into them with the repetition of a broken record.



I know Keith David, and Cyrus Temple is no Keith David!

Matt can't send you a gun inside this simulation, so your only recourse is to try to rewire the speakers Cyrus has set up around town. With your back to the stage, run along the sidewalk on the left to find the first speaker. Rewire the speaker to get it to play music, then continue down the sidewalk wrapping around the park. Matt has figured out how to send you the Dubstep Gun, so go to the center of the park to retrieve it. You'll need this before rewiring the second speaker.



The people of Steelport deserve their rock & roll music.

Approach the speaker on the street corner near Main Street, and rewire it to play music like you did the first speaker. A propaganda truck comes speeding down the road in an attempt to run you over. Open fire with the Dubstep Gun. Keep the sound waves fixed on the truck, and keep the trigger pulled so the beat can intensify. The propaganda truck may continue trying to run you over, so lead it into the park or against a building.



Behold the power of dubstep!

The third speaker is in front of the gas station on the corner. Rewire the speaker, then face the side street and prepare for two propaganda trucks headed your way. Lead them into the large tree in the park, then unload with the Dubstep Gun to blow them up.

THE POWER OF DUB

The Dubstep Gun is most effective against stationary objects, or at least those that aren't trying to run you over. You'll have an easier time blowing up the propaganda trucks if you can get them to first crash into an immovable object like a tree or wall.

Loop around the back of city hall to the fourth and final speaker. This time, you'll have three propaganda trucks trying to run you over after you rewire it. Step onto the grass near the house, and guide the first two propaganda trucks toward the house while you use the tree for cover. Keep the beats flowing, and blow up all three trucks.

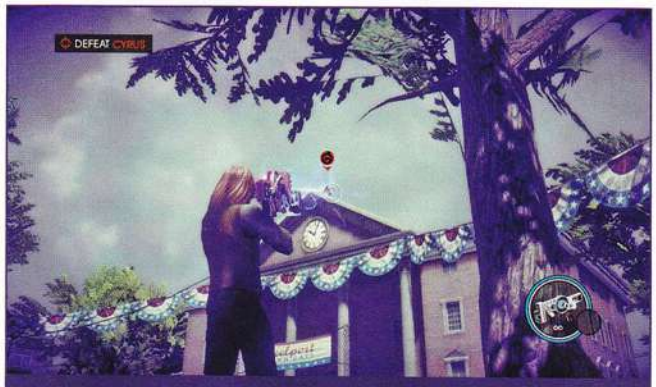


The propaganda trucks have a tighter turning radius than you might expect.

GET BACK TO THE RALLY

Return to the rally, and take your position in front of the stage with the other dancing attendees. It isn't long before Kinzie feels the beat and starts twisting herself into poodle-skirt frenzy. Cyrus has all that he can stand and draws his machine gun. Several cops attack as Cyrus displays his Super Jump ability and temporarily leaps away.

Matt downloads a new, more powerful track to your Dubstep Gun just in time for the fight with Cyrus. Melee the cops who get too close—the Dubstep is a ranged weapon and isn't conducive to close-quarters combat—then focus the beats on Cyrus.



Keep the music playing wherever Cyrus goes.

Cyrus leaps to the roof of the city hall building and takes periodic shots at you with his rifle, but he also leaps back down to the park and attacks at closer range. Cyrus has a lot of health and is pretty durable, but he's not impervious. Avoid zooming in on him while you aim the Dubstep Gun, as this cuts down your peripheral vision and provides a chance for cops to sneak up behind you. Continue firing at Cyrus to defeat him, then go to Kinzie to rescue her from this pleasant day nightmare.



Use melee attacks on any cops who approach, then resume your attack on Cyrus.

SIDE QUEST: KILL AND LET DIE

- Initialize Virus Injection.
- Disrupt the system.
- Carjack the data.
- Initialize Virus Injection.
- Clear out Zin troops.
- Meet Asha on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,600	10,500	Energy Sword Costume

UPLOAD THE VIRUS



Use the Ashwood Gateway to return to the northwest corner of Steelport, and locate the Virus Injection site in Burns Hill. This Virus Injection consists of two waves of Zin, including many that arrive in Asserts and on XORs. Use Mind Control Blast on any of the Zin driving vehicles to gain some additional support. Not only does Mind Control result in the death of the target (without your help), but the target often takes a few of his former allies with him. The first wave contains 12 Zin, and the second wave has 20 but also includes several police.

DISRUPT THE SYSTEM



If you've already played the other Telekinesis Mayhem events by the time you get to this one, then you shouldn't have any trouble. Grab the nearest Mayhem ball, and wait for the police to arrive on the scene. Throw it at the cops, then quickly use your Telekinesis ability to draw the ball right back to you. Continue to catch and throw the same Mayhem ball at the police until the cars explode, then begin a trail of destruction down the road, hitting each of the pedestrians, signs, and parked cars to keep the combo going. More police arrive before long, as if sent to ensure that you score enough points to earn a gold medal.



GO TO THE LOCATION

Make your way to the southwestern corner of Arapice Island to find the car that Asha has identified. Unlike many of the other carjacking targets, this one sits unguarded under a bridge. Hop into the Wireframe Peacemaker, one of the fastest, most agile cars in Steelport, and head due south. The Zin are going to try to set up roadblocks along the waterfront, so be ready to swing the car wide onto the grass. Whatever you do, don't crash into a garbage truck! Drop the car off in the lot to the west of the Three-Count Casino, and bask in the knowledge that you've completed the last of the Chop Shop events.

UPLOAD THE VIRUS



This Virus Injection is located in Salander, on the west side of town. It consists of just one wave of 60 enemies, and you can complete it in any number of ways. The smokestacks afford you plenty of height you can take advantage of for a Death From Above attack. Another option is to call for a Void and use its guns and rockets to blow up the many costume-wearing enemies that attack. Also, you should be aware that this is a prime time to test out the Energy Sword. And what better way to test its cutting ability than on myriad Professor Genki lookalikes?

CLEAR ZIN TROOPS



Head east to Arapice Island, to the Flashpoint in the center of the grassy area near the church. Strike the center of the outpost with a Death From Above strike, then grab the Energy Sword and start slashing! This Flashpoint has fewer than 10 Zin, and you're unlikely to encounter any Portals or predaliens as you clear it out, especially if you use a weapon that inflicts very little collateral damage.

MEET ASHA ON THE SHIP

Use the nearest Gateway to return to the ship. Asha is downstairs near the weight-lifting equipment, and she's eager to give you the Energy Sword Costume. She's not done testing your worth just yet, however. She's got one more Quest to assign you, should you choose to accept it.

LOYALTY: THE GIRL WHO BEAT CYRUS

- Finish off Cyrus.

SIDE QUEST REWARD

XP	CACHE	OTHER
1,000	2,000	Super Homie—Kinzie



MEET KINZIE

Kinzie is furious over the way Cyrus treated her in her simulation, and now she has evidence that Cyrus has somehow infiltrated Steelport—*this* Steelport. Meet her at the Broken Shillelagh in Loren Square, and prepare for all-out war. Kinzie wants to infiltrate Cyrus's military base on Armory Island and destroy his tanks, his entire platoon, and especially him!

STEAL A TANK







Take the wheel of the Infuego and head east across the bridge to the restricted zone, otherwise known as Armory Island. Park the car at the stop sign beyond the bride, and make a dash across the street to either of the two tanks left unattended. Don't try to commandeer one of the tanks on the road—you can't carjack an occupied tank! Approach the rear of the tank in order to climb up the back of it and enter from the top.

Kinzie immediately mans the turret atop the Crusader tank, leaving you to steer it and work its guns and rockets. Take out the Marauder on the street directly in front of you by firing multiple rockets at it. Marauders are almost impenetrable from the front, but the Crusader's rockets can pierce its armor. Proceed in a counter-clockwise loop around the perimeter of the island while firing the Crusader's weaponry at every white STAG vehicle you see. Cyrus's army has tanks, personnel carriers, and even some fighter jets. Listen for Kinzie's alerts about UFOs, and quickly scan the skies for any incoming Voids or XORs—the Zin aren't going to allow you to destroy Cyrus's equipment without trying to stop you.

Continue down the road to the far corner of the island, where multiple pieces of STAG equipment have been amassed alongside the refinery towers and storage tanks. Complete the loop around the island, continuing to blow everything up with a red target icon, until Kinzie alerts you to Cyrus's presence. Cyrus Temple has gone airborne in a STAG jet, and it won't be long before he destroys your tank. Fire your rockets at him while you can, then use a rocket launcher to finish off his jet while you're on foot.

FIND CYRUS





Leap to the air, and Glide to the hangar in the center of the island, near the helipads. Cyrus is on foot, and he's activated his protective shield. Launch a Blast attack at him before he uses his Telekinesis ability to hurl something at you, then open fire before he disappears. Cyrus periodically disappears during the fight and summons a large number of reinforcements. Super Jump to the sky and land in the middle of them with a Death From Above attack to soften them up. It should only take a single shot from an upgraded Bounce Rifle to finish them off. If not, a Shrink Stomp ought to give you a generous Squishy Combo.

Hit Cyrus with another Blast or Stomp attack when he reappears, then open fire on him once again. Cyrus continues to try using Telekinesis against you but disappears every time he loses another quarter of his health meter. A slash of the Energy Sword or projectile from the rocket launcher is generally all it takes to force his disappearance. The second wave of reinforcements contains multiple military vehicles in addition to the foot soldiers you faced moments prior. Soldiers man chaingun turrets atop each of the vehicles, so you'll want to hit them with Fire Blast and a rocket launcher as soon as they emerge.

Land another direct hit on Cyrus with the rocket launcher to force him to summon his third and final wave of reinforcements: tanks, soldiers, and more military vehicles with turrets. But don't you worry about dealing with all of this military firepower on foot. Kinzie has seen enough, and she effectively enrages into her Super Homie status. Watch as your latex-clad Press Secretary makes Cyrus hurt so bad. Completing this Loyalty Quest gains you Cyrus Temple as a Homie and also unlocks "The Full Kinzie" Achievement/Trophy.

SIDE QUEST: THE CLIMAX

- Initialize Virus Injection.
- Clear out Zin troops.
- Disrupt the system.
- Complete training program.
- Meet Ben onboard the ship.

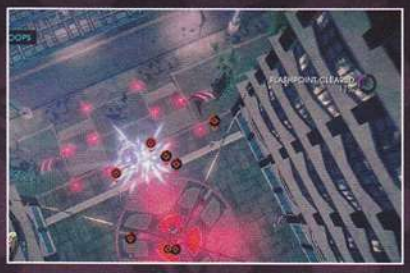
SIDE QUEST REWARD

XP	CACHE	OTHER
3,600	13,000	Buff Element—Lightning

UPLOAD THE VIRUS



Ben King wants you to work on some additional character development by uploading a virus in Sunset Park. The Virus Injection contains three waves, each of which consists of a hodgepodge of police, Zin, and costumed freaks. Throw your Mind Control Blast at the Asserts that arrive on the scene, and focus your Dubstep Gun or Inflato-Ray at the enemies emerging from the Portal. The three waves contain five, 10, and 10 enemies, respectively.



CLEAR ZIN TROOPS

Head two blocks due west to tackle this last remaining Flashpoint in Sunset Park. The Flashpoint is located between two tall buildings, perfect for launching into a Death From Above strike. Approach the Flashpoint on foot while charging a Super Jump, then leap up and fall back down where the Zin are most concentrated. Finish off the rest of the Zin with your preferred weapon.



DISRUPT THE SYSTEM

It's time for another Stomp-based Mayhem event. This one takes place right on the edge of downtown, in an area crawling with traffic, police, and pedestrians. Unleash a couple of Stomp attacks near the first wave of police to arrive on the scene and get the combo started, then take off in a Super Sprint along the side of the road. Barrel through parked cars, pedestrians, and signs to keep the combo going as the next wave of police descends on your position. Continue along the busier streets toward intersections with gas stations, and leap into a Super Stomp atop the roof to set off a massive explosion without the risk of being caught in the blast. This Mayhem event may be about the Stomp, but it's the Super Sprint (and Immovable Object upgrade) that can earn you a medal!



SURVIVE TRAINING

The third and final Super Powered Fight Club contains four waves of enemies that you must defeat. Start the first wave by Super Sprinting around the arena and performing Superpowered Beatdowns on each of the four snipers. Stay on the ramps and raised platforms, and move as quickly as you can. The second wave has 18 Ronin, some of whom are armed with powerful laser guns. Use your Telekinesis ability to hurl the explosive barrels at them when they're grouped together and not close to your location. Use Freeze Blast or Shrink Stomp on groups that are closer, and rack up the Shatter Kill and/or Squishy Combo bonuses. The third round is a king of the hill wave: stay in the circle and use your Freeze Blast to interrupt the Genki Girls's attacks. Lastly, the fourth wave is a boss wave. Activate Freeze Buff, and use it to pummel Julius Little to death. Ignore his three bodyguards, as you need only kill the boss to complete the round.

MEET BEN ON THE SHIP

You've done an excellent job helping Ben complete his novel. Now he even knows how someone with super powers would go about delivering a beatdown to a gang leader like Julius Little. Meet up with Ben on the ship to collect your reward and unlock the "Benjamin [CENSORED] King" Achievement/Trophy. You'll find him in the bathroom, across from CID's room.

KEYMASTER

Kinzie: If we want to shut down the Simulation, we'll need to build a key.

COLLECT PARTS FOR THE KEY

OBJECTIVE REWARD

XP	CACHE
3,000	6,000

Ben King helped Kinzie discover a way to overload the Simulation by bringing down the walls between the various simulations from within. Kinzie thinks it will become so unstable that Zinyak won't be able to keep it from crashing, no matter how hard he tries. Meet up with Johnny Gat in Loren Square; Kinzie sent him to help you collect the parts she needs to build a key.

GO TO THE ARMORY

Kinzie has a list of parts she needs, and first up is a CPU that she located in the old Steelport Guard Armory. Take the wheel of the Bulldog armored vehicle (Johnny mans the turret... naturally), and drive over the bridge to Armory Island. Turn left when you get onto the island to access the area where the helipads are located—Kinzie spotted a CPU in one of the containers in the area.



Johnny may be enjoying this a little too much.

The CPU might be in one of four possible containers. Use your Telekinesis ability to yank the door off the container to check inside. Numerous Zin with ZTek Force Shields fire at you as you search the containers, but you can generally ignore them. Voids and Marauders, however, should be dealt with swiftly, and preferably with a Freeze Blast and rocket launcher.



Use Telekinesis to remove the door from the container and find the CPU.

GO TO THE TOWER

Kinzie has located the memory modules near a Tower. Gat is going to fly there in an attack chopper, leaving you to use your super powers to get there. Kinzie believes that you'll be able to find the modules on the floating platforms around the Tower. The modules are located inside generators—destroy the generators to get the modules.

TAKE IT FROM THE TOP

Use the warp device in the crater beneath the Tower to instantly return to the top of the Tower. It's much easier (and faster) to descend to the platforms Kinzie has identified than it is to climb up to them.

There are three modules that you must retrieve from three different generators. Use the warp point to quickly reach the top of the Tower (provided you already scaled this Tower), and leap off. Glide down to the uppermost platform of the three and land in a Death From Above strike to eliminate the Murderbots on the platform. Attack the generator with your Blast attack or guns to knock out the two memory modules it contains. Repeat the process for the other two generators to collect all six memory modules.

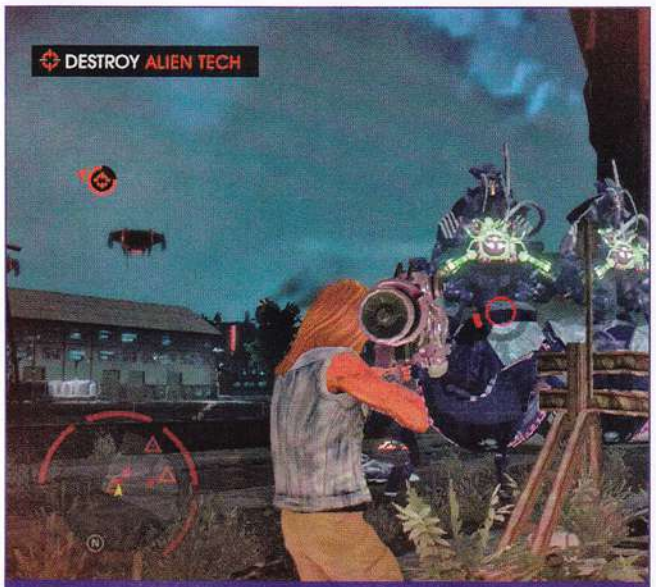


The generator blows up when destroyed, so keep your distance.

GO TO THE DOCK

The gravity inhibitors are at the docks, but the Zin are working to construct a shield to prevent you from reaching the area. You have 1:15 to reach the docks on the north side of Steelport, else you may lose your chance to collect the pieces. Super Jump and Glide through the night sky to the north to reach the docks. You can reach the area with well over 40 seconds remaining, provided you don't do any sightseeing along the way.

Your arrival causes the Zin to abandon their efforts on a shield and instead focus on simply killing you. Continue using Freeze Blast and a rocket launcher to destroy any Marauders that are deployed to the area.



You can use Freeze Blast and a rocket launcher to take out two Marauders at once!

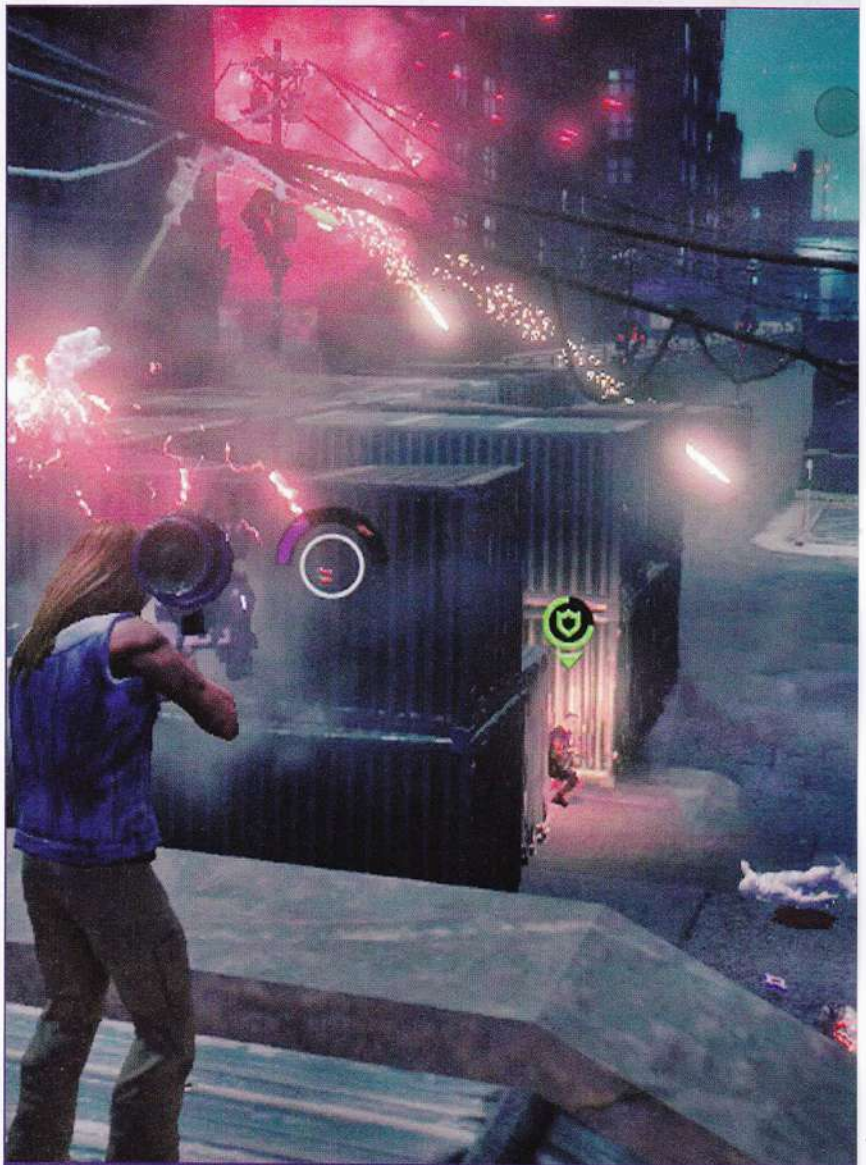


Destroy each of the generators, then pick up the two gravity inhibitors that fall out.

FOLLOW JOHNNY GAT

Johnny's helicopter has caught fire, but he's able to keep it aloft until there's somewhere safer to put it down. Follow the helicopter southward until Johnny crash-lands amongst a Zin army. Leap to the top of the containers, and put your Mind Control Blast to use on the numerous Zin. Mind Control doesn't work on Murderbots or Marauders, but you can at least force the grunts into attacking their much stronger robotic counterparts.

Shaundi is on her way in a separate helicopter. Work with Johnny Gat to clear away the remaining Zin so she has a safe place to land. Freeze Blast the Marauders, and allow Johnny Gat to finish them off while you focus on the other foot soldiers. Climb aboard the helicopter as soon as Shaundi lands to complete the Quest.



Freeze Blast the Marauders, but use Mind Control on the Zin and their vehicles.

SIDE QUEST: WWGD

- Meet Johnny on the ship.
- Destroy alien stuff.
- Pick a fight with the Zin.
- Murder aliens.
- Blow stuff up in a tank.
- Murder more aliens.
- Meet Johnny on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,000	9,500	Weapon—Black Hole Launcher

MEET JOHNNY ON THE SHIP



Johnny likes to hang out on the lower deck of the ship. You can usually find him on the chairs outside the lounge, not far from where Benjamin King gets his writing done. Johnny wants to stretch his legs and kill some things, but of course what he really aims to do is watch you do it.

SHUT DOWN THE HOT SPOT



Use the Gateway in Camano Place to enter the Simulation, and head southwest to the Hot Spot Johnny has identified. This is the sixth and final Hot Spot in Steelport—it's time to take it out! This Hot Spot has three generators, each of which is atop a different floating platform. Use the lower platforms to the east to reach the first of the three with a generator on it. Toss the Zin off the platforms with Telekinesis, then disable the generator. Try to throw the Zin into other Zin to earn credit toward the "Here, Catch" Challenge. Leap into a Death From Above near the controller after disabling the generators, and use your rocket launcher to quickly close any Portals in the area.

UPLOAD THE VIRUS

Traverse the city to the southwest edge, in Yearwood, for this next Virus Injection. The battle contains just one wave of 20 enemies. The costumed attackers arrive in all manner of convertibles and dune buggies. Have some fun with the Dubstep Gun, and take advantage of the wide open parking area to the side of the building. Stand back, and sweep the area with deadly beats. Some of the attackers fire off a few pistol shots at you, but they won't be able to withstand the music for long.



CLEAR ZIN TROOPS

This next Flashpoint is located in the far northwestern corner of Steelport, in the Burns Hill neighborhood. Collect the Data Clusters along the western edge of town en route to the Flashpoint. Take out the Zin, and have your Blast power ready to go for when the Warden appears at the end of the battle. A fully upgraded Dubstep Gun can make quick work of the Warden, especially after you've hit him with Fire Blast. A Dubstep Gun upgraded for "Maximum Stopping Power" doesn't just emit musical beats, but also causes them to seemingly rain from the sky.



DISRUPT THE SYSTEM

This second Tank Mayhem event puts you in the driver's seat of a Zin Destructor. Keep your finger on the trigger for the tank's secondary weapon, a plasma beam that you can fire continuously for the entire 3:31 that the event lasts. Use this powerful beam to burn through cars, storefronts, and pedestrians as you build up your combo. Fire the main rockets as frequently as you can at the red-marked High-Value Targets for maximum points. Head north along the main road, then turn eastward and weave through the city streets to collect the wrench-shaped repair pickups. These pickups keep the Destructor running smoothly and stave off a game-ending explosion.

CLEAR ZIN TROOPS



Johnny has spotted a nearby Flashpoint. Head a few blocks north to take it out. The Flashpoint is on the ground behind the large warehouse. Super Jump off the roof to hit the Zin with a Death From Above strike, then finish the remaining aliens off with a few Bounce Rifle shots or with any of your powers. They'll be quick to toss a Suppression Grenade at you, so definitely back away if you want to use Blast or one of your other powers in this fight. Suppression Grenades have a considerable radius of effect, but you can avoid the blast entirely by standing beyond the reach of its green and pink pulsing waves.

MEET JOHNNY ON THE SHIP

Use the nearby Gateway in Yearwood to return to the ship. Johnny is still downstairs, on the lower deck. Run to him at once to lay claim to the Black Hole Launcher (AKA Singularity Gun). You got to use this powerful weapon of mass obliteration in an earlier Mayhem event; here's your chance to use it whenever you feel like it!

SIDE QUEST: SAINTFINGER

- Clear out Zin troops.
- Initialize Virus Injection.
- Explore the Rift.
- Race through the system.
- Meet Asha on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,500	11,500	Weapon—Energy Sword Health

CLEAR ZIN TROOPS



Use the Gateway to reach Camano Place in the northeast corner of Steelport. Gather up the numerous Data Clusters scattered across the docks in this part of the city, then leap into battle against the Zin near the center of the waterfront. The narrowness of the docks helps keep the Zin in one place, making it easy to kill them all with just a few powerful attacks. Some Dubstep beats, a rocket, or even a few Fire Blasts should be all it takes.



UPLOAD THE VIRUS

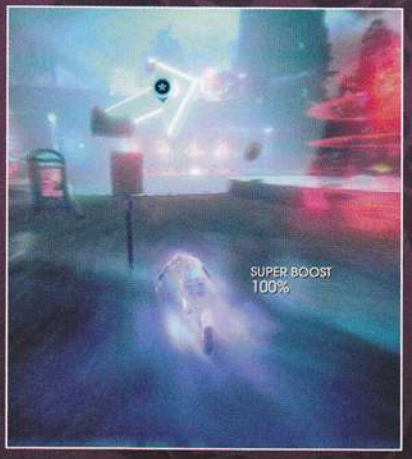
Journey to the opposite corner of the city, to the Virus Injection event located in Port Pryor. This survival challenge contains three waves of Zin, many of whom attack aboard Asserts. Put your Mind Control ability to use against those Zin manning the turret on an Assert, then switch elements to a Fire Blast for the hordes of enemies arriving on foot. There are 18 enemies in the first wave, 10 in the second, and just six in the third wave. Destroying an Assert immediately after its occupants exit the vehicle is a great way to rack up three or four quick kills.



EXPLORE THE RIFT

Make your way to the airport in the northeast corner of the city to tackle this final Speed Rift. This lengthy Speed Rift contains many jumps, tightly packed obstacles, and precariously placed purple virus data all designed to thwart your attempts. Activate Burst whenever obstacles are present, and aim to smash through as many as you can while trying to align yourself with the purple virus data. It's just as important to continue the Burst with additional purple data as it is to smash through the obstacles. Beware that many of the purple bits of virus data are perched on the edge of the red pits in the track. Stick to the side of the track to avoid the pits; otherwise, time your jump to grab the purple virus data in front of the pit and steer left or right to avoid the pit while in the air.

COMPLETE A RACE



This race spirals its way around the airport, along the roads, across the tarmac, and even down the runway to the finish on an island in the sea. The jump to the very first checkpoint is critical to your success in this event—charge your Super Jump as you weave through traffic, and make the lengthy leap up onto the overpass to land in a Super Sprint. The route is straightforward through most of the checkpoints, but it's important not to be tricked into leaping prematurely by the jump arrows above you. Follow the Super Boost Orbs to the ninth checkpoint, and turn sharply to the right to curve upwards to the jump arrows you saw from below. Leap over the firewall and out onto the runway to make a final dash for the island in the distance.

MEET ASHA ON THE SHIP

Collect the Audio Log from the tail of the plane just beyond the island near the runway, then make your way to the nearest Gateway. Asha is downstairs, on the lower deck of the ship near the weight-lifting equipment. Completing this Quest unlocks the "On Her Saint's Secret Service" Achievement/Trophy, along with the Energy Sword Health upgrade (enemies drop twice as many Health Orbs when killed with the Energy Sword).

SIDE QUEST: CLOSER TO 250

- Stress relief.
- Target practice.
- Kill him again.
- Mass murder.
- Joy ride.
- Meet Johnny on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
4,000	13,500	Black Hole Launcher Ammo Upgrade

DISRUPT THE SYSTEM



You've used tanks, UFOs, and even guns that launch black holes, but you've yet to cause Mayhem with a Mech Suit. Now is that time! March northward through the heart of Loren Square while constantly firing the gun cannons and shooting rockets. You can find the majority of the High-Value Targets to the north, grouped in squads of Asserts that are lapping the area. They'll head south straight toward your position once you get a few blocks north of the starting point. Build your combo up, and be ready to take them out with a rocket or two!

CLEAR ZIN TROOPS



Head two blocks north from the Mech Suit Mayhem location to the Flashpoint that Johnny has targeted for clearing. Leap onto the roof to the south of the Flashpoint, and open fire on the Zin with your new Black Hole Launcher. It should only take three or four black holes to suck up all of the Zin. Standing on the roof ensures that you stay clear of the black hole and don't get knocked off your feet. Clearing this Flashpoint leaves only one remaining in Steelport!



GO TO THE LOCATION

Julius Little has been inserted into the Simulation, but you can add him to your Homie roster if you delete the program. Head across town to the west, and look for Julius Little's white sedan. (It will be marked on the minimap as well as out on the streets.) Take aim at the car, and blow it up to force Julius into battle. Hit him with a Gravity Stomp to knock him into the air, then open fire with your most potent SMGs. Julius carries an assault rifle and has the ability to use Telekinesis, but neither of these things poses a threat to you while he's suspended in the air.



UPLOAD THE VIRUS

This second-to-last Virus Injection is located in Loren Square. Equip the Black Hole Launcher from a Gateway Weapons Cache, and head there at once. This Virus Injection contains two waves of 12 and 15 enemies, respectively. Stand back from the Portals and wait for a number of Zin to emerge, preferably including a predalien or two and a CID, then fire the Black Hole Launcher at the group to instantly make them disappear. The Black Hole Launcher also works well against Asserts and the Zin that ride around inside them.

DISRUPT THE SYSTEM



It's time to once again take to the skies in the Void and blast away the Zin. Ascend to an altitude just above the trees, and head slightly northwest to the area where multiple Asserts are cruising the streets. Blast away at the Asserts, then continue west to take out the HVTs atop the nearby rooftops. Helicopters pose your only significant threat, but you can easily target them with guns and rockets, provided you ascend slightly above them. Switch flying modes, and make a beeline for the northeastern corner of Burns Hill to take out a few of the other HVTs. A second fleet of Asserts patrols this area, as well, providing you with another significant scoring opportunity.

MEET JOHNNY ON THE SHIP

Use the nearby Gateway and return to Johnny to get the ammo upgrade for the Black Hole Launcher. This ammo upgrade actually increases the amount of black holes the Black Hole Launcher can hold. Of course, if you have already purchased the unlimited explosive ammo upgrade, this isn't of concern to you. Johnny has one more Quest to hand you. Better snap to it!

SIDE QUEST: KILL KILL DESTROY KILL

- Kill.
- Kill.
- Destroy.
- Kill.
- Meet Johnny on the ship.

SIDE QUEST REWARD

XP	CACHE	OTHER
3,500	11,500	Black Hole Launcher Recharge Upgrade



UPLOAD THE VIRUS

Visit the Virus Injection site on the west end of Bridgeport, and quickly hop to the roof of the gas station. Wait for the enemy programs to flock toward your location, then unleash a Stomp on the roof of the gas station to create a massive fireball explosion that engulfs them in flame. This Virus Injection only contains one wave of 18 enemies, and this maneuver should finish off a dozen in one strike. Eliminate the others with a couple of black holes from the Black Hole Launcher.



CLEAR ZIN TROOPS

The final Flashpoint is located in the northwest corner of the city, atop the roof of a short apartment building. Leap up onto the roof, and spray a couple of black holes at the Zin to clear the area. The black holes may knock you off your feet, but the Zin won't have time to stage an attack, nor will they be knocked off the roof by an outward explosion. Completing the last of the Virus Injections and Flashpoints unlocks the "Half Way Home" Achievement/Trophy.



DISRUPT THE SYSTEM

The final Mech Suit Mayhem event is similar to the first, only the scoring requirements are higher and the time limit shorter. Advance southward along the main street while constantly firing your guns and rockets at every vehicle and HVT you spot. Helicopters and Voids approach at a low altitude, making them easy targets to hit. Continue south past the highway overpass, and look for a fleet of patrolling Asserts near the exit ramps, as they are worth a lot of points. Earning a bronze medal requires 500,000 points, but the silver and gold only require 200,000 more points each, so don't get too concerned if you have only a minute remaining when you get the silver. Just maintain your path of destruction past the Broken Shillelagh, and periodically spin around to take out any police cars coming up behind you.



GO TO THE LOCATION

The final Security Deletion target is none other than Maero, the leader of the Brotherhood. He's been implanted into the Simulation, and Johnny wants him dead. Run, fly, or use a GPS shortcut to cross the map to the New Baranec area in the southeast. Maero is soon spotted driving a burgundy-colored car. Blow up his car (or cause him to crash) to force him out onto the streets on foot. Maero has a protective shield that you must disable if you're to damage him. Hit him with Blast or Gravity Stomp to render him defenseless, then open fire with your preferred weaponry. Consider slashing him with the Energy Sword for a quick kill! Defeating Maero unlocks the "How It Should Be" Achievement/Trophy if you've been following along and have now Hacked 100% of the Simulation.

MEET JOHNNY ON THE SHIP

It's time to turn in your final Side Quest. Return to the ship and talk to Johnny downstairs. You know where to find him. He's going to reward your efforts with the final upgrade for the Black Hole Launcher, along with the "Bouncin' with an Old Friend" Achievement/Trophy.

FINISH THE KEY

OBJECTIVE REWARD

XP	CACHE
3,500	7,000

Use the Gateway in Espina to meet up with CID and Fun Shaundi. Kinzie was able to do her part in building the key, but she needs CID to help you find a power source for it. She sent along Fun Shaundi to assist you in this endeavor, and because she thought it'd be funny to introduce CID to her. They'll be waiting for you in Espina, right near the Gateway.

GO TO THE SIGNAL AREA

CID has located three power source signals that are going to help you to find the batteries needed to power the key. He doesn't know the precise location of the power sources, but the proximity meter appears on-screen when you get near, making it rather easy to find.

FLASH THE POWER

The power sources are located in red-lit areas of high enemy concentration. They actually resemble mini Flashpoint or Hot Spot areas, so keep on the lookout for groups of enemies and a small generator-like structure with a red glow.

Head west to the first signal area, and continue beyond the major highway bridge towers. Watch as the proximity meter continues to show you getting closer, and turn left just before reaching the railroad tracks to find the power source. Hit the Zin with a black hole, and pick up the battery from the device they were guarding.



Don't expect the others to be this easy.

Head south across Loren Square to the second signal area. Glide between the taller buildings above the railroad tracks until you spot the red glow of the power source on the right-hand side, near the water. The Zin have begun altering the defenses at this location and have already activated one of two generators. Use the Black Hole Launcher to take out the Zin in the area, then disable the active generator as if it were a Hot Spot.


Disable the generator, then pick up the battery.

The third signal area is due east of this location. Head back across Loren Square, and continue past the railroad tracks and out onto the dock with the multiple generators. Keep using the Black Hole Launcher to take out the Murderbots and Asserts that attack in the area, but switch to the Freeze Blast and one of your projectile weapons for use against any Marauders that attack. CID and Fun Shaundi continue to be of no use in combat, so you'll have to do this on your own. Disable the two active generators and approach the power source, only to have it blow up as you get near. Fortunately for you, CID knows where to find a fourth power source.


Launch an assault on the fourth location, then disable the two generators left standing.

The fourth and final signal area is back to the northwest, beyond the church and just past the Tower. Every enemy and generator in the area is marked as a required target when you first arrive on the scene, but a few black holes quickly cut the number of targets down to two. Disable the generators near the steps of the church to deactivate the force shield around the power source. The batteries at this location have been integrated into a Destructor tank. The only way to extract them is to deliver the tank to the drop-off location before it self-destructs.

GO TO THE DROP-OFF LOCATION

Although the batteries onboard the Destructor increase the tank's speed, durability, and firepower, it also means that the tank is likely to self-explode in three minutes. You must reach Kinzie's warehouse in under three minutes, or risk having it blow up. Follow the route on the GPS, and continue firing the plasma beam and rockets out in front of you. Watch the minimap for enemy roadblocks, and prepare to blast through them. The Destructor can drive up and over the small concrete barriers, and even some vehicles, but other Destructors can be tough to get past without first firing a rocket or two.


Coming through!!!

ANOTHER HOMIE

CID and Fun Shaundi are going to head off to a hookah bar once you steal the tank, so you won't have anyone around to man the turret on the Destructor. It's not necessary, but you can recruit backup to assist you while traversing the city. Your Homie will use the laser turret to attack enemies following from behind and those flying out in front of you.

Kinzie: You want the good ending? Hope you bonded with your crew.

GRAND FINALE: PART 1

OBJECTIVE REWARD

XP	CACHE
N/A	N/A

Kinzie made quick work of the Destructor and was able to use the batteries you collected to finish the key. Return to the ship to speak to everyone. Kinzie's plan for finding Zinyak has three unique steps, and you're going to have to pick a different pair of Homies to accompany you during each step. You won't be able to pick the same pairing twice (nor can you interchange members from each pair).



Pick one of the three pairs of Homies to go along with you on the first stage of the mission.

FULLY UPGRADED

Starting this next mission sets you on a path toward the ultimate showdown with Zinyak. Be sure to purchase any remaining upgrades you want and that you access the Gateway Weapons Cache now to equip the weapons you're most comfortable going into battle with.

PERSONAL PREFERENCE

You're going to be doing the lion's share of the work here on your own. It certainly helps to have some Super Homies with you, especially if you're playing on Hard mode, but the difference from one pair of Homies to the next isn't that significant, especially if you completed all of their Loyalty Quests. Success or failure ultimately relies on you, not them. So pick whichever pair you want to use, and know that they won't let you down.

PROTECT THE KEY

The key needs to be taken to the old Syndicate Tower, at which point CID drives the key into the computer hub to begin destabilizing the Simulation. Climb onto the back of the flatbed with the key, and prepare to defend the vehicle as your first team of Homies drives the truck to Syndicate Tower. You are automatically armed with the alien RPG for this mission, so begin charging it as soon as you see the alien presence appear on the minimap—the Tyrant fires when the trigger is released, unlike the human rocket launcher.



Focus on the tanks and other vehicles on the ground, as they pose a much bigger threat than the aircraft.

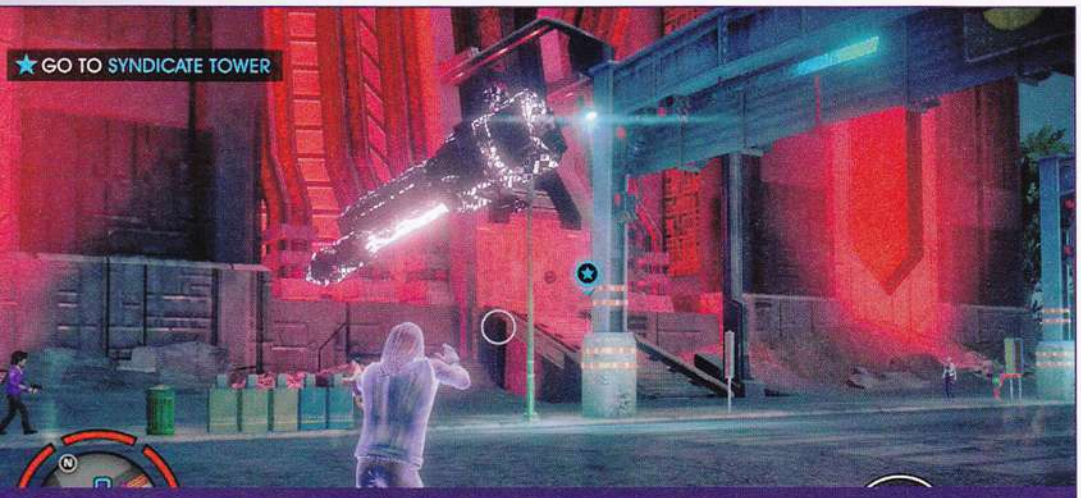
Continue firing the Tyrant off the back of the flatbed until the truck reaches a roadblock that you cannot detour around. You run to the cab, giving you a chance to clear the roadblock. Hit the Destructors on either end twice, then fire a fifth blast at the enemies in the center. That ought to clear it quickly, allowing you to return to the tailgate. Fend off the Zin vehicles as the truck heads across the major highway bridge leading east to downtown Steelport.



Clear that roadblock fast, before the aircraft attack the key!

GO TO SYNDICATE TOWER

As your truck crosses the major highway bridge, Zinyak finally intervenes. His mastery of the Simulation allows him to simply press delete on the flatbed, depositing you, the key, and your Homies in the middle of an intersection. Use Telekinesis to pick up the key, and continue east on foot past the Zin to Syndicate Tower. You can Super Sprint right past the enemy vehicles even while using Telekinesis, so don't stop for anyone!



Use Telekinesis to pick up the key and bring it east to the tower.

CID appears on the steps of Syndicate Tower and begins Hacking the locked door. You and your Homies must defend CID and the key until the door is locked. Take aim with the Black Hole Launcher at the many Portals opening up in the street, and suck up all of the Zin before they have a chance to fire at CID or the key. Scan the area for Marauders, and immediately hit them with the Abduct-O-Matic or Freeze Blast. Your Homies definitely come in handy here against the Zin, Murderbots, and predaliens, but you're going to have to deal with the Marauders on your own if you want to guarantee success.

You can also use the Energy Sword to defend CID and the key, especially against enemy CID units and the Murderbots they're shielding. One swing from the Energy Sword can slash an enemy CID in two and drop two Health Orbs, provided you have the right upgrade. It's also worth using against any foes that make it up the stairs toward your ally CID.



Launch a black hole at every Portal you see, then deal with the Marauders personally.



It slices, it dices!

ENTER THE SYSTEM

Listen for CID's announcement that the door has been unlocked. When prompted, pick up the key with Telekinesis, and carry it into the garage to enter the system. CID rides the key through the system to the computer hub, but he needs you to locate the three breakers and open them with a Stomp to increase the power flow. The three breakers are located on elevated platforms close to the entrance. You can find the first one behind you and CID, and the other two flank that position. Super Jump up to the platform, and perform a standing Stomp attack next to the breaker.



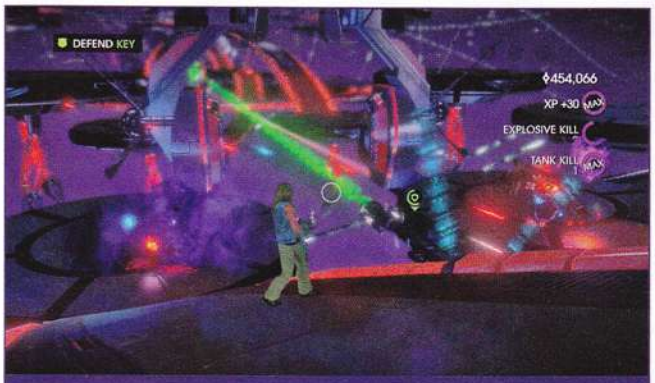
Perform a Stomp next to each breaker to increase the power flow.

Defend the key as it flies along the green beam of energy through the system. There are multiple Zin and Murderbots attacking the key from various platforms. Look for the Portals opening up along the sides of the key, and run over to clear the enemies off the platforms. The Singularity Gun works well to clear a platform of adversaries, provided you're not too far away. You can only fire black holes a short distance. A traditional rocket launcher or even the Dubstep Gun can work well from longer range.



Take out those attackers, and close the Portals.

The key's progress is hindered once again, this time by suppression devices. Run or Glide over to the platforms containing the generator-looking devices, and rip the wires out of them to disable them. (You may need to knock the nearby Zin off the platform first.) Resume your focus on defending the key, and beware the Destructor tanks that the Zin have positioned along the key's path. Fire a black hole at the tank, or pick it up and throw it with Telekinesis.



Follow alongside the key, and eliminate those tanks!

The last step in delivering the key to the computer hub involves destroying three relays. These fragile, crystal-like spires are located on the platforms at the far end of the room, nearest the hub. Ignore any Wardens you see hopping about, and simply open fire on the relay with an SMG or other rifle. You can even shoot them from afar if you're carrying the Sniper Rifle. Destroy the relays, then return to the center path and clear out any and all remaining threats, including the Warden if no other tanks or Murderbots remain.



These fragile relays are all that stands between CID and full key insertion.

GRAND FINALE: PART 2

OBJECTIVE REWARD

XP	CACHE
N/A	N/A

The Steelport Simulation is going wild, and you're going to need to break open several Portals to increase the inflow of data into the Simulation. Kinzie is going to use these Portals to draw in people from all of your Homies's nightmare simulations. They'll be friendly, as are many of the people in your Saints-controlled neighborhoods, but the Zin are going to mount a furious defense. It's a good idea to take Ben and Johnny Gat with you for this leg of the mission, as it's the most combat-intensive and, well, Johnny Gat will be really sad if you don't pick him.

GO TO THE PORTAL LOCATION

Kinzie has found three Portals in Steelport that she needs you to secure and defend while she links with them to flood the Simulation with excess data. The first one is due west of where you enter the Simulation, just over the bridge. Use the small platforms near the building to reach the larger one where the Portal is. Your Homies, along with an army of Saints backup, quickly kill the requisite 10 aliens on the platform so Kinzie can begin establishing the link.

LET THERE BE LIGHT... AND GLITCHES!

The Simulation has changed a lot since you last saw it. For starters, it's now daylight. Imagine that. Secondly, the visuals are extremely glitchy, to the point where they periodically resemble ASCII art more than the graphics you've become used to seeing. Though disorienting, the glitches usually sort themselves out within a second or two. Just try not to panic; your game disc isn't broken.

Kinzie only needs 1:00 to establish the link to the first Portal, making it a very easy thing to defend alongside two of your Homies. Keep your Freeze Blast ability on hand for that occasional Void that hovers into position around the edge of the platform, and use your Energy Sword against the Zin that emerge from the Portals to ensure you receive double health drops. It's important to stay near the Portal and not fall off the platform, especially on the subsequent platforms. Freeze Blast (and Freeze Buff) stops the enemies from attacking the portal, leaving you to shatter them any way you wish. Use the rocket launcher or Bounce Rifle against those enemies further away to quickly shatter them before they thaw.



The Zin throw a lot of Suppression Grenades at you while they attack the Portal.

One of your Homies stays behind to continue defending the first Portal while you and your other Homie move on to the second. Continue to the northwest, to the area near the arena. Super Jump off a nearby roof to reach the platform, and help the Saints backup already in position kill off the 10 aliens present so Kinzie can establish the link.

The second Portal must be defended for 1:30, and despite still having one of your Homies present, this one is much harder to defend. Monitor the minimap for approaching Voids, and move to the edge of the platform nearest it, firing a Freeze Blast to knock it out of the sky. Lob occasional Freeze Blasts at groups of Zin and predaliens to slow their attack. It's also worth opening fire on the Portals now and then to limit the inflow of Zin.



Freeze Blasting the Voids that attack is your top priority during the first minute of this defense.



Slash away at the Warden that attacks during the final 30 seconds of the second Portal defense.

Your other Homie stays behind to keep the second Portal open, leaving you to travel to the third Portal alone. Head due east for nearly two kilometers, and Wall Sprint up the side of the skyscraper beside the platform to reach it. There are fewer Saints backup at this location, and many more of the Zin are carrying ZTek Force Shields. Unload on them with a Freeze Blast or Black Hole Launcher while staying clear of the Suppression Grenades.



Slash the CID before striking the Zin benefitting from its protective shield.

Kinzie needs you to defend this Portal for 2:00, and you'll be doing it by yourself. Not only does this make it much harder to keep the Portal in one piece, but you'll be taking a lot more damage, as well. This is where the Energy Sword's health upgrade really comes in handy. Lob a Freeze Blast at the Zin, then slash the lot of them for a shower of Health Orbs! The Zin's attack on this third Portal contains numerous CIDs, along with an increased number of Voids. Continue to knock the Voids out of the air with Freeze Blast and use the Abduct-O-Matic, Black Hole Launcher, or a fully-upgraded Dubstep Gun to take out the CIDs and eliminate the shields they provide to the predaliens.



Buy yourself some time by Freeze Blasting enemies throughout the platform.

GET TO SAFETY

As soon as the timer expires, leap off the platform and Glide to the safety of the skyscraper to the west. You now have 3:00 to escape the Simulation. Leap off the skyscraper and Glide to the Gateway to the west. You must exit before your mind is eternally trapped inside the Simulation, or what's left of it.



Glide to the Gateway to the west immediately, only to find it locked.

This Gateway is closed, so you'll have to try another. Continue west across the river to reach the next nearest Gateway that Kinzie has identified for you. As you might expect, it is also locked. Try to ignore the explosions going off all around you, and turn south toward the third Gateway that Kinzie wants you to try.



You broke the Simulation.

GRAND FINALE: PART 3

OBJECTIVE REWARD

XP	CACHE
3,500	7,000

In destroying the Simulation, you and your remaining pair of Homies were able to infiltrate Zinyak's mother ship. Reaching the ship was one thing, but to get to Zinyak's throne room, you're going to need a space suit to get past the outer defenses.

FIND THE ARMORY

According to Kinzie, the schematics show an armory located not far from where you entered the ship. Shoulder the alien rifle, and lead your Homies through the door and into battle. Proceed down the ramps and past the small gatherings of Zin to the next door. The lengthy halls make for a great shooting gallery and provide ample opportunity for headshots.



Stick close to your Homies for increased firepower.

The door to the armory is locked, so you're going to have to defend one of your Homies while he/she works on unlocking the door. Take position near your other Homie on the central path leading to the computer terminal. Stay in cover—there are no Health Orbs here—and continue sniping the Zin as they advance down the wide central walkway.



Always shoot the CID first when it appears

Fall back and switch to the alien SMG Xenoblasters if you start to take heavy damage or if you notice Zin flanking your position in the center. Sweep back and forth behind the computer terminals to the barriers on the left and right to make sure none of the Zin entering the area from the corner closets makes it to your Homies. Listen for the robotic voice of a Murderbot, and use its weapon to mow down the other Zin.



Kill the Murderbot and grab its Lasergun Arm to tilt the battle in your favor.

JUMP OUT

Proceed through the two doors to the armory where the various power armor suits are located. Enter the small room marked with the icon to put the suit on. Exit the dressing room, and proceed down the hall on the right to jump out of the armory into the ship's infrastructure.

Steer the plummeting Boss as he uses his space suit to clear a path for the crew aboard the ship. Dodge the various platforms and lasers inside the shaft by holding the d-pad in the direction you want to go. Though it seems as if the controls are inverted, this is merely a shifting camera angle.



Stay low to avoid the lasers.

FIND THE POWER CONDUITS

POWER SUIT WEAPONRY

The power suit contains a Suit Blaster known as a ZinTek T.R.P.R. This powerful blaster combines the energy of lightning with the chilling nature of ice. The Suit Blaster can overheat if you fire it too frequently, so be sure to cool it periodically. And though you won't be able to use any of the weapons you had in the Simulation, you can use your various super powers. It is a power suit, after all.

Land on the blast shield after it closes under you, and continue through the doors to the Zin in the room beyond. Use the armor's Suit Blaster in conjunction with your super powers to make quick work of the Zin defending the power conduits. Blast past them to reach the two conduits at the back of the corridor. Fire at the conduits with the Suit Blaster until they each explode, then race back the way you came to the blast shield.

Back in the shaft, guide yourself past the debris and around the ledges protruding outwards from the walls. Zinyak's throne room lies just at the bottom of this shaft. Avoid collision, and you'll be there in no time!



It should take just two shots from the Suit Blaster to destroy each conduit.



Aim for the small tunnel on the left.

GRAND FINALE: PART 4

OBJECTIVE REWARD

XP	CACHE
10,000	20,000

The time has come to settle things with Zinyak: you in your power suit, and he in his. This battle consists of three phases, followed by a short quick-time sequence (provided you get that far). The most important thing to remember when fighting Zinyak is that your power suit can replenish health, but you need to take cover and allow it to heal without being attacked.

KILL ZINYAK

Zinyak hovers around the perimeter of the arena, periodically landing on each of the pedestals to fire his twin plasma bombs at you. His attacks hit really hard, so it's important that you avoid them. The best way to do this is by using your Force Shield (Dash) or by hitting him with Freeze Blast, firing a couple of quick blasts from the Suit Blaster, then leaping and Gliding to another platform.



Chip away at his health with your Suit Blaster while you dodge Zinyak's attacks.



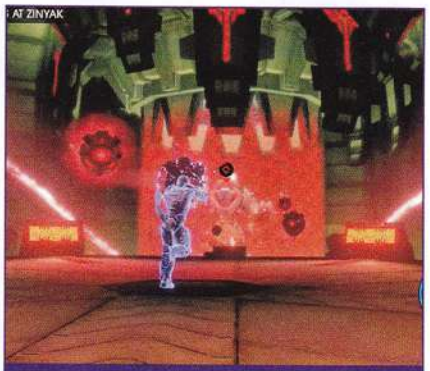
Allow your health to replenish by dropping onto the lower ledge of one of the pedestals—Zinyak can't hurt you there!

Continue to pepper Zinyak with shots from the Suit Blaster mixed in with either Buff or Blast attacks. Keep your distance, strafe and Dash to stay safe from his projectile attacks, and retreat to the lower periphery of the arena whenever you need to allow your health to replenish. Keep it up until he has lost roughly 60% of his health.

The second phase of the battle begins when Zinyak moves to the central platform and erects a protective force shield. Zinyak summons a large number of highly explosive CIDs that are capable of passing through his force shield. Use Telekinesis to grab and throw the CIDs back at Zinyak. They'll fly toward you at rather slow intervals at first, but you'll soon have to grab and throw them as quickly as possible to avoid being caught in their blast.



Wait for the beeping to intensify before throwing the CID at Zinyak.



Glide to an empty platform if you start to feel overwhelmed by the explosive CIDs or Zin.

Ignore the Zin emerging from the various Portals around the room, and instead, focus on keeping the explosive CIDs off you. Catch and throw them as rapidly as you can, then jump and Glide to a different pedestal to buy yourself some time and regroup before the next wave of CIDs flies toward you again. Keep this up until Zinyak has little more than 10% of his health left.

Zinyak's force field is still up, and now he's content to let his minions do the fighting for him. Activate your Lightning Buff, and watch the lightning perform Arc Combos on the enemy CIDs and Zin that emerge from the Portals. Use the Suit Blaster to close the Portals, and continue killing the Zin until CID announces that he's succeeded in unlocking the shield generators.



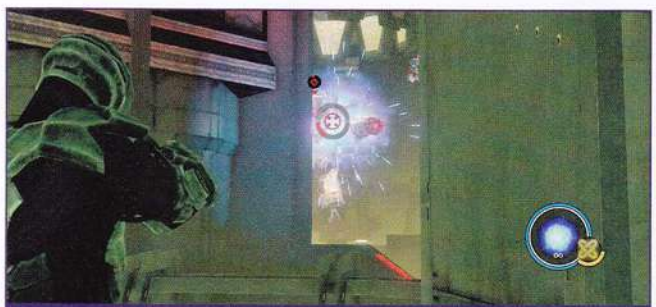
Lightning Buff automatically fries any enemy that dares stray near you.

With the shield generators unlocked, you can now leap to each of the three platforms with the generators and disable them just as you would a Hot Spot. Zinyak summons even more enemies to stop you, including Murderbots and predaliens. Fortunately, Kinzie is able to deploy several of your Homies to assist in the fight. Make the run for the outer walkway to recharge your health and wait for your backup, then resume the fight to disable the generators. The Saints arrive immediately after you disable the first of the three generators.



Use Telekinesis to toss the Zin off the platform, then quickly disable the generator before they return.

Zinyak gets forced back into the fight once you've disabled the third generator. He's weak and distracted but still packs a punch. Don't take any chances with him now that you've made it this far. Drop to the outer walkway, near one of the small tunnels, and take aim at him from an angle. Zinyak likely is so busy firing at the Saints on their XORs that he won't even be able to spot you.



Use the tunnels on the outer walkway for cover, and finish off Zinyak while he's not looking.



The battle ends with a brief quick-time sequence. Follow the on-screen prompts to rip his head off!

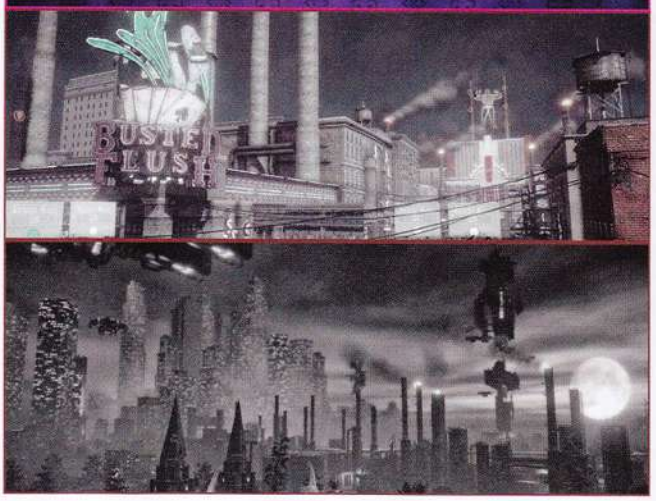


DANCE PARTY!

In defeating Zinyak, you've unlocked a number of Achievements/Trophies, some new weapons and vehicles, and even new abilities. The Simulation is now your playground. Use it day or night to tackle any remaining Activities or targets, to find the remaining collectibles, or even to play some of the Co-op activities.

LET THERE BE LIGHT!

If you rushed over to the nearest Planet Zin to buy yourself a new pair of sunglasses, but are worried you're about to be thrust back into the dark of night, don't fret! Now that you've completely overwhelmed the simulation, you can have your pick of settings. These settings include day or night, but there are also many other fun changes that you can make, such as noir or infrared. Board the Ship and interact with the computer near the pool table. Select the "Simulation Override" option and choose the time of day you prefer.



GOING FOR GOLD!

Zinyak's simulated city of Steelport has more than 40 Activities that you can participate in, ranging from footraces (Blazin') to telekinetic game shows (Genki's M.O.M.), all serving to disrupt the Simulation. Additionally, there are more than 80 targets (Hot Spots, Flashpoints, Virus Injections, etc.) for you to tackle in order to take control of the city. Though many of these individual Activities and targets serve as objectives during optional Quests and Loyalty Missions, this chapter covers every task, with maps, data, and proven tactics that will help you earn the gold medal in each Activity!

RETURN TO NORMALCY

The scoring requirements and rewards listed throughout this chapter are based on Normal difficulty and for solo play. These limitations are somewhat relaxed on Easy difficulty. Similarly, those playing on Hard difficulty or on Co-op with a friend will face slightly tougher scoring goals.

BLAZIN'

SUPER POWERED RACING





Blazin' events put your Super Sprint and Super Jump powers to the test. The goal is to race across town, through a series of checkpoints, as fast as you can. Green-glowing Speed Burst Orbs increase your speed, and the large blue checkpoints provide a small time bonus and freeze the clock for several seconds. All Blazin' events begin with 40 seconds on the clock. Although you only need to finish the race before time expires in order to earn a bronze medal, finishing with more time remaining earns you better medals, and the extra XP and Cache that coxme with them.

The key to quickly finishing Blazin' events is to stay smooth while sprinting—avoid cars and other obstacles—and stay clear of the red firewalls, as hitting one slows you down and results in a two-second time penalty. One trick to try is to steer using the Camera controls while always pushing Up with the Movement controls. This makes it possible to continue Super Sprinting straight ahead, while essentially rotating Steelport around the character, instead of vice versa.

You need to use your Super Jump, Air Dash, and Wall Sprint ability, as well. Keep your eyes peeled for large black and yellow arrows, and begin charging your Super Jump as you Super Sprint toward them. Leap through the air (resist the temptation to use Glide unless necessary), and get running again. You also need to Wall Jump periodically, so continue to charge your Super Jump whenever you're approaching a tall building to get your Wall Jump ready to go. Most finish lines are atop rather tall buildings, so don't say you weren't warned!

BLAZIN' #1: BURNS HILL, EASY

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0 seconds	500	2000
	15 seconds	100	1500
	25 seconds	150	1500

Rewards are given for the medal earned and those below it.



This particular course is very straightforward through the first four checkpoints. Charge your Super Jump approaching the arrows near the fourth checkpoint, and fly through the air on an angle toward the left-hand corner of the church. This lands you with a straight path to the right of the house near the next Super Boost Orb. Weave back and forth through traffic on the main road to collect the Speed Boost Orbs, and continue toward the seventh checkpoint. Charge a Super Jump and leap over the first rooftop to the left, where the checkpoint is, onto the next, then quickly leap again to the building with the Hideaway sign. Use your Super Jump to chain a series of Wall Jumps together to reach the finish line near the top of the distant rooftop.

BLAZIN' #2: YEARWOOD, EASY

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0 seconds	500	2000
	15 seconds	100	1500
	25 seconds	150	1500

Rewards are given for the medal earned and those below it.



This particular Blazin' course features 11 checkpoints, and even though it starts out rather straightforward, it does get very twisty in the center. Be prepared for a series of very tight left-then-right turns following the fourth and fifth checkpoints. Super Sprint along the railroad tracks after the eighth checkpoint while charging your Super Jump. Leap high into the air after passing the next checkpoint, and use an Air Dash or Glide to stay aloft over both firewall hurdles en route to the 10th checkpoint. Turn to the right after landing, and hurry on to the finish. Leap to the wall of the building below the final checkpoint, and Wall Sprint right up to it.

BLAZIN' #3: ESPINA, MEDIUM

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0 seconds	600	3500
	15 seconds	100	1500
	25 seconds	200	2500

Rewards are given for the medal earned and those below it.



This is the first Blazin' course rated medium difficulty, and as such, you're going to need additional Air Dash upgrades if you want to earn a gold medal. The race has just nine checkpoints but contains several tricky jumps, including a slight hop at the start to avoid being stuck on the base of a fence (though you can sometimes Super Sprint through it). Charge a Super Jump and leap over the mouth of the tunnel and onto the road above, then weave through traffic and around the firewall to maintain 100% Super Boost. Vault up and over the billboard near the hill, and Air Dash to the right of the brick house to enter the alley near the firewall. Follow the trail of Speed Burst Orbs as it weaves through the tunnel, being careful not to get stuck on the median. Use your Air Dash and Glide abilities to cross the river to the final stretch. Smash through the fence on the other side of the river—don't jump—then turn right at the eighth checkpoint and head up the steps. Leap from the stairs, and Wall Sprint up the building to the finish.

BLAZIN' #4: ARAPICE ISLAND, HARD

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0 seconds	700	5000
	15 seconds	100	2500
	25 seconds	200	2500

Rewards are given for the medal earned and those below it.



This race on Arapice Island has only one major Super Jump, but you'll need to be able to Air Dash (or Glide) twice in order to clear the river. The course derives its difficulty from the tight, obstacle-laden passages you'll be sprinting through, so you'll need a deft touch to avoid getting hung up on the barriers. This course features 11 checkpoints and begins at the Steelport Chemical and Waste Disposal facility. It is quite straightforward at the start, making it possible to get up to 100% Super Boost with relative ease. Follow the Speed Burst Orbs beyond the fourth checkpoint to take the turn wider than the arrow suggests, as this helps you avoid the corruption. The path narrows through the middle of the course, so try not to get stuck on any of the beams and tank supports. Make a short hop over the wooden fence near the ninth checkpoint if you're not at 100% Super Boost, or else the fence may slow you down substantially. The finish line is atop a Tower on an island, forcing a lengthy Super Jump, Air Dash, and Glide. Continue Super Sprinting down the road toward the jump arrows, alongside the guardrail on the right. There is a small gap in the guardrail just beyond the jump arrows—make your leap there. Air Dash and Glide to reach the building, then Wall Sprint up the red-lit channel on the side of the building to reach the finish.

BLAZIN' #5: NEW BARANEC, MEDIUM

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0 seconds	600	3500
	15 seconds	100	1500
	25 seconds	200	2500

Rewards are given for the medal earned and those below it.



This course is fairly lengthy but relatively straightforward. The complexity comes from the relatively narrow alleys that you must occasionally sprint through. Be careful not to cut too close to the gas station on your way to the seventh checkpoint, as the Super Sprint is powerful enough to cause the entire facility to explode. Give the fueling station a wide berth, since direct contact with the pumps makes you get blown off your feet, catch fire, and waste precious seconds. Follow the Speed Burst Orbs through the alleys toward the jump before the 12th checkpoint, and make a short hop to clear the building. The finish is atop the casino at the end of the main boulevard. Super Jump onto the casino's marquee, and Wall Sprint up to the roof.

BLAZIN' #6: SUNSET PARK, EASY

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0 seconds	500	2000
	15 seconds	100	1500
	25 seconds	150	1500

Rewards are given for the medal earned and those below it.



This Blazin' event is one of the easier ones in the Simulation, especially if you wait to access it until you've acquired most of the Super Sprint upgrades. Follow the Super Boost Orbs through the first two checkpoints and down the road toward the stone bridge. Leap over the bridge to avoid the firewall inside the tunnel, but make sure to leap on an angle to the right—do not be distracted by the Super Boost Orbs on the road to the left! The route leads you through the heart of the city and back in the direction of the bridge you just vaulted over. Begin charging a Super Jump as soon as you pass through the sixth checkpoint, then leap and Wall Sprint up to the final checkpoint.

BLAZIN' #7: SALANDER, HARD

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0 seconds	700	5000
	15 seconds	100	2500
	25 seconds	200	2500

Rewards are given for the medal earned and those below it.



This difficult Blazin' event requires you to make several well-timed leaps over rooftops at full speed to ensure that you hit the checkpoints as efficiently as possible. Leap to the first roof near the second checkpoint and immediately charge a Super Jump. Let fly, then Air Dash across the street to the third checkpoint without touching down. Weave through traffic en route to the river's edge, and Super Jump across the river to the eighth checkpoint. Resist the temptation to Glide unless absolutely necessary, since it's slower than Super Sprinting. Use Air Dash to clear the firewalls along the road leading north, and continue to the factory. Wall Sprint up the factory wall directly ahead, then Air Dash onto the smokestack. Wall Sprint up the side of the smokestack to the final checkpoint.

BLAZIN' #8: BURNS HILL, MEDIUM

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0 seconds	600	3500
	15 seconds	100	1500
	25 seconds	200	2500

Rewards are given for the medal earned and those below it.



This Blazin' event in Burns Hill contains 11 checkpoints and winds through a residential area before heading out onto the freeway. Charge your Super Jump as you reach the bend in the highway overpass, and leap before the arrows. Angle your trajectory to the right to land clear of any obstacles. Continue sprinting around the block and down the main road toward the sixth checkpoint. Enter the tunnel on the left-hand side (facing oncoming traffic) to avoid the firewalls on the right. Carefully cut through the gap in the wall to the right-hand side of the tunnel as soon as you spot any firewalls on the left. Continue to weave back and forth from left to right to avoid the firewalls en route to the end of the tunnel. Begin charging your Super Jump as you pass the 10th checkpoint, then leap to the building near the finish and quickly Wall Sprint right up it.

BLAZIN' #9: WESLEY CUTTER INTERNATIONAL, EASY

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0 seconds	500	2000
	15 seconds	100	1500
	25 seconds	150	1500

Rewards are given for the medal earned and those below it.



This race is deceptively difficult in spots, owing partly to the curving nature of the course. Ignore the blue marker pointing toward the next checkpoint, and instead, follow the green trail of Super Boost Orbs as they curve toward the checkpoint. Charge your Super Jump to leap from the lower level road up on to the overpass in the distance at the first checkpoint—your success in this Blazin' event is largely tied to this jump and one other. Continue along the twisty course leading across the airport tarmac to the ninth checkpoint, and immediately curve to the right. Do not be tricked into jumping because of the nearby jump icons—you'll spiral upwards to them momentarily. Leap from above, and Glide through the 10th checkpoint. Sprint and Super Jump off the end of the runway to reach the final checkpoint on the island off the coast.

FACE, MEET TRAFFIC



This being a simulation, there's no reason why you can't have a little fun and really disrupt the system with a case of insurance fraud the likes of which Steelport has never seen. Fraud Activities provide the opportunity to "ragdoll" through traffic, bouncing off of walls, vehicles, billboards, and anything else you spot in order to accumulate the most costly damages possible. The score you earn in Fraud is an indicator of how much Cache you would earn in insurance fraud if this were at all real. Since it's not, you'll have to settle for the much smaller amount of Cache you'll be rewarded based on the medal you earn.

Start a new combo by either running into a passing vehicle or Super Jumping into the side of a building. Once airborne, hold the Zoom and Primary Attack buttons to go limp and initiate the ragdoll routine. Steer your floppy into oncoming cars to get bounced back into the air, keeping the chain going. Avoid big, flat objects like the front grill of a large truck, as you might not get the bounce you desire. The more cars and walls you bounce off, the more Cache you earn, and the higher your combo climbs. It's possible to chain together multiple car collisions in a single combo worth 300,000 Cache or more!

The key to running up the highest insurance claim is to tumble and bounce your way to the highlighted bonus area marked on the in-game minimap. Inflict as much damage as you can in this area to fill the Adrenaline meter at the top of the screen. This allows you to maintain a lot more momentum, gain better control of your ragdoll President, and earn higher medals. Stay within the bonus area to fill the Adrenaline meter before setting about chaining multiple car collisions together, but don't be surprised at the height you might bounce! It's not uncommon to be able to steer the flaccid shell the length of a city block with one good bounce off the hood of a car. Monitor traffic, and try to tumble across the tops of multiple cars for maximum points! Bonus areas reactivate after a while, and certain Fraud Activities contain multiple bonus areas. Keep an eye on the map as you're scoring those points!

FRAUD #1: BRIDGEPORT, EASY

TIME LIMIT: 3:45

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	300,000	500	2000
	500,000	100	1500
	1,000,000	150	1500

Rewards are given for the medal earned and those below it.



This first Fraud Activity begins on the corner of a very busy road and offers plenty of opportunity for lengthy combos without the need for much navigation. You can stick to the lengthy east-west road between the wall and the elevated highway, as this straightaway offers plenty of cars, is relatively free of obstacles to hung up on, and has a bonus area in the center. Another option is to fill the Adrenaline meter, then leap up onto the highway for thicker traffic. Build up the Adrenaline meter in the center, then Super Jump to the overhead highway where there's far more traffic. Use your ragdolling ability to bounce off the hoods of as many cars as you can from one end of the highway to the other, and then back again if you can swing it. Massive combos exceeding 300,000 are entirely possible here.

FRAUD #2: ROSEN OAKS, HARD

TIME LIMIT: 7:00

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	600,000	700	5000
	1,000,000	100	2500
	1,700,000	200	2500

Rewards are given for the medal earned and those below it.



The second Fraud Activity that the optional Side Quests guide you to is rated Hard, but you have a full seven minutes to inflict as much bodily harm as possible. Unlike the prior Fraud Activity, this one has three bonus areas that you can use to fill your Adrenaline meter. Begin the event by proceeding southwest toward the bonus area near the large bridge. The intersection here has plenty of traffic and should offer enough scoring opportunity to secure the bronze medal. Make your way northward to the next bonus area after two minutes, or once you've depleted the bonus area. This area has ample vehicles, wide roads, and plenty of tall buildings to ricochet off of. The third bonus area can prove to be a bit more difficult to score in, so try staying in the second one until you're out of Adrenaline. The third bonus area is located at the entrance to a tunnel. There are plenty of cars here to collide with, but the low roof of the tunnel can deflect you at unexpected angles and bring a combo to an end if you're not careful. Try to build up your Adrenaline meter outside the tunnel, then move into the tunnel once you see a steady stream of cars. Don't hesitate to stay on the move, and rotate between all three target areas, especially later in the Activity as you move into the final minute.

FRAUD #3: LOREN SQUARE, MEDIUM

TIME LIMIT: 5:00

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	500,000	600	3500
	700,000	100	1500
	1,200,000	200	2500

Rewards are given for the medal earned and those below it.



Head north along the elevated train tracks to the main highway and the two bonus areas. Leap into the air, and immediately begin ragdolling into oncoming traffic near either bonus area to fill the Adrenaline meter. Not only is there plenty of traffic on the elevated highway, but also you can link combos between the two bonus areas without leaving the highway. It's easier to fling yourself into oncoming traffic than it is to time hitting the cars coming from behind you. Aim for the front hood, and try to bounce between as many cars as you can without hitting the ground. The constant stream of traffic, lack of obstacles, and close proximity of the two bonus areas make this a rather straightforward Fraud Activity in which to earn a gold medal. It's quite possible to score the 1.2M points with minutes left on the clock.

FRAUD #4: HENRY STEEL MILLS, MEDIUM

TIME LIMIT: 5:00

EVENT REWARDS

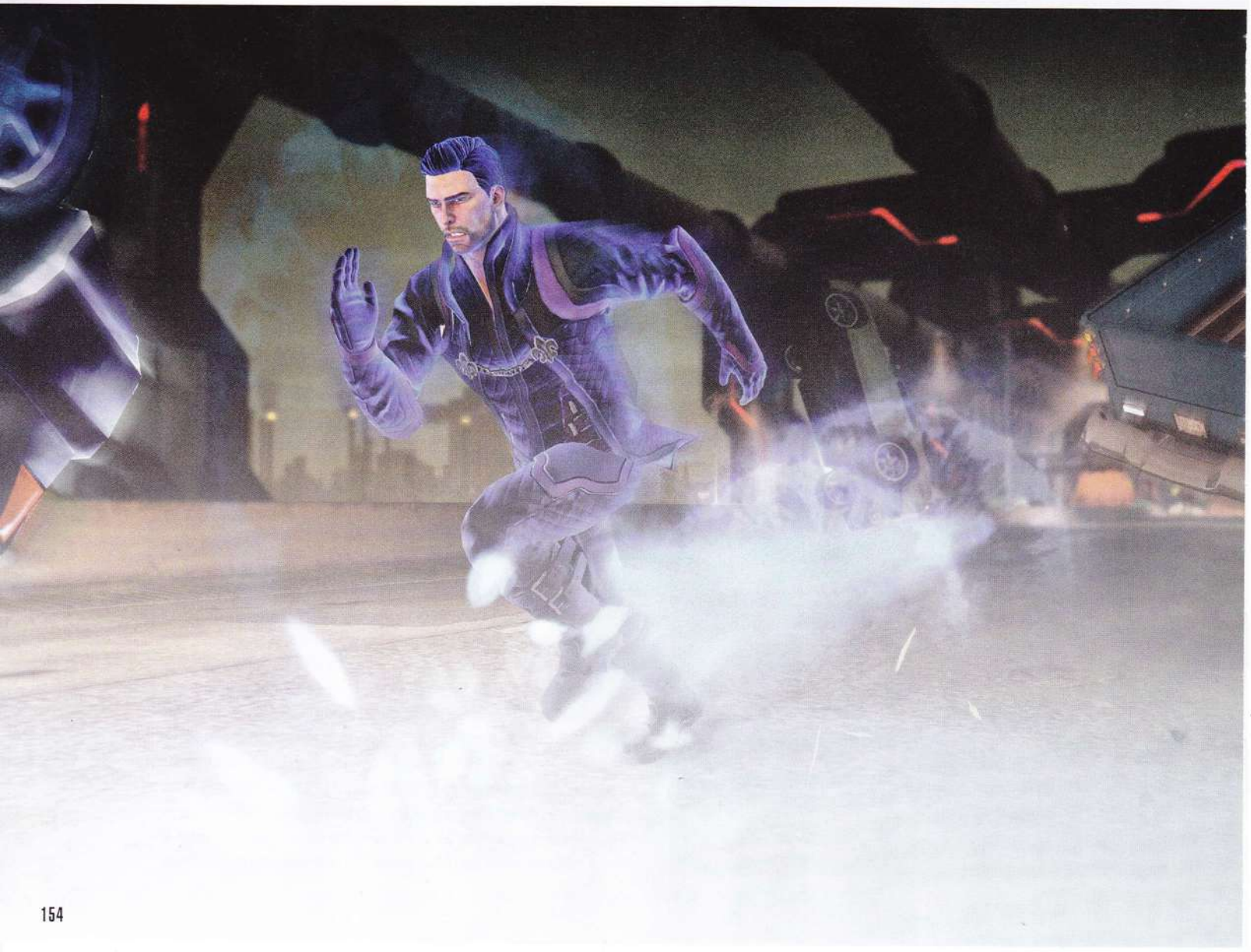
MEDAL	SCORE REQUIRED	XP	CACHE
	500,000	600	3500
	700,000	100	1500
	1,200,000	200	2500

Rewards are given for the medal earned and those below it.

This final Fraud event has three bonus areas scattered at opposite corners of the Henry Steel Mills area. Start your run at the gold by heading south to the first bonus area, near the large bridge coming across the river from downtown. There is a lot of traffic here on a wide boulevard in a very busy intersection. Another bonus area is to the northeast, near the highway bridge leading east. Build up the Adrenaline meter at the first rest area, and follow the elevated train tracks north to the next bonus area.

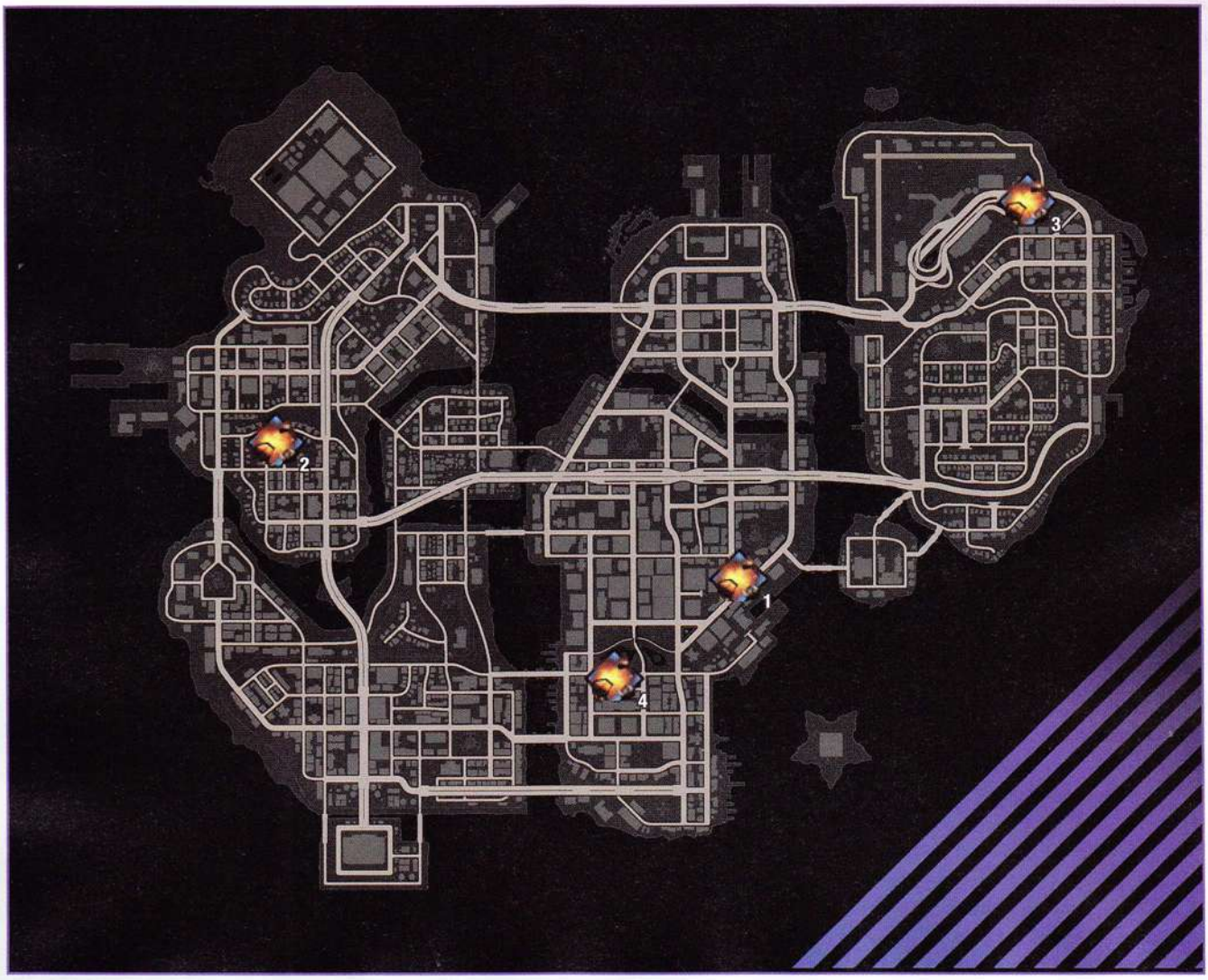


The traffic on this bridge is perfect for racking up big Fraud combos, provided you keep your trajectory low and avoid the overhead supports. It's also important to stay close to the bridge and not veer too far out into the intersection, as the train tracks could get in the way of your combo and cover up some of the cars below. Another excellent location to visit is the road alongside the park by the water. Follow the western edge of the island as it wraps around the northern corner to the bonus area near the docks. Fill the Adrenaline meter in either bonus area, then head to this busy strip of road and combo as far as you can in one direction. Then, turn around and come back the other way. It's always best to perform a combo against traffic, since it's easier to the cars coming toward you.



MAYHEM

WRECK THE SIMULATION



The standard Mayhem events task you with inflicting as much damage as you can on-foot, using either a rare piece of alien weaponry or the Stomp ability. Unlike the vehicle-based Mayhem events, you won't have a second weapon to continually shoot, so you're going to have to focus on firing as quickly as you can, wherever cars, pedestrians, and signs are located. You won't encounter any High-Value Targets (HVTs), but there are plenty of police cars and individual cops for you to target for additional points. Watch the minimap for approaching police (depicted as red dots), and try to hit them while your combo is large.

MAYHEM #1: LOREN SQUARE, EASY

TIME LIMIT: 2:30

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	300,000	500	2000
	500,000	100	1500
	800,000	150	1500

Rewards are given for the medal earned and those below it.



This Mayhem event takes place outside the oft-visited Broken Shillelagh. It's up to you to deal as much damage as you can in 2:30 using the Black Hole Launcher. This device fires a black hole a short distance away that then sucks everything nearby into it. Watch as cars, pedestrians, signs, and even stoplights get pulled into the vacuum of space. The trick is to maintain your combo and avoid being pulled into the black hole yourself. One way to do this is by marching steadily down the road, firing the Black Hole Launcher at the cars and people on the opposite side of the street. It's okay to fire the gun at those coming up behind you, but don't fire the Black Hole Launcher directly ahead of you (on the same side of the street), as you'll only risk being pulled into it and losing your combo. Resist the temptation to Super Jump onto the highway overpass, as the black holes you fire will simply cut off traffic and create a lull. Instead, stay on the ground and proceed down the road, continuously firing on an angle at the other side of the street.

MAYHEM #2: BRICKSTON, MEDIUM

TIME LIMIT: 3:00

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	225,000	600	3500
	350,000	100	1500
	500,000	200	2500

Rewards are given for the medal earned and those below it.



This Mayhem Activity tasks you with inflicting as much damage as possible with the alien Plasma Cannon. The Plasma Cannon has unlimited ammunition, but you must hold the trigger down until the weapon's projectile is fully charged. The weapon then fires when you release the trigger. This is a more difficult Mayhem event than the previous one, and you're going to have to monitor your combo closely. Try to keep it active with attacks on cars and pedestrians while you wait for a tank to arrive. Avoid killing a tank while your combo is low, since you'll need those extra points that come from destroying it while the combo is high. Don't be tempted to fire at any passing helicopters unless they are flying at an abnormally low altitude; the projectiles are far too slow and take too long to warm up to hit the copters. The density of Brickston makes it possible to simply wander the streets in any direction. Stay on the move and continue to roam the streets within the area while firing the Plasma Cannon at as many cars, people, and storefronts as you can. Head west at the beginning, then make a turn and continue weaving up and down the side streets of this neighborhood while making sure to remain in the designated area. The most important thing is to just stay on the move—waiting for cars to come to you is a recipe for failure.

MAYHEM #3: WESLEY CUTTER INTERNATIONAL, HARD

TIME LIMIT: 3:30

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	150,000	700	5000
	300,000	100	2500
	500,000	200	2500

Rewards are given for the medal earned and those below it.

This Mayhem event only allows you to use Super Stomp—no weapons—and without the Immovable Object upgrade, it's going to be very difficult for you to earn a gold medal. Knowing that, you may need to come back later once you've acquired Immovable Object, so you can employ the strategy outlined below in Mayhem #4. Begin the event by Super Sprinting toward the airport. Run through parked cars, pedestrians, and signs to build your combo quickly, then unleash a Stomp whenever there are cars around. With any luck, you'll have generated a 120+ combo just in time to Stomp several approaching police cars. The airport area doesn't have a great deal of cars in it (and the roads are primarily one-way), so you should venture farther south toward the congested streets in that area.



The key to scoring as many points as possible without the Immovable Object upgrade is to Super Stomp quickly near the most cars and pedestrians you can find. Keep the combo going by Stomping near pedestrians and parked cars until the police get closer, then go for the big hit. Although you can Super Sprint through cars to increase the combo, ending your Super Sprint in traffic carries the risk of being knocked like a ragdoll. This wastes time and may possibly end your combo. It's best to perform short Super Jumps as fast as you can to keep the combo going. Super Jumping then performing a Super Stomp deals more damage than unleashing Stomp while you're standing still. Stay near the busy roads south of the airport, and look for traffic stopped at red lights to inflict extra damage.

MAYHEM #4: SUNSET PARK, MEDIUM

TIME LIMIT: 3:00

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	200,000	600	3500
	350,000	100	1500
	500,000	200	2500

Rewards are given for the medal earned and those below it.

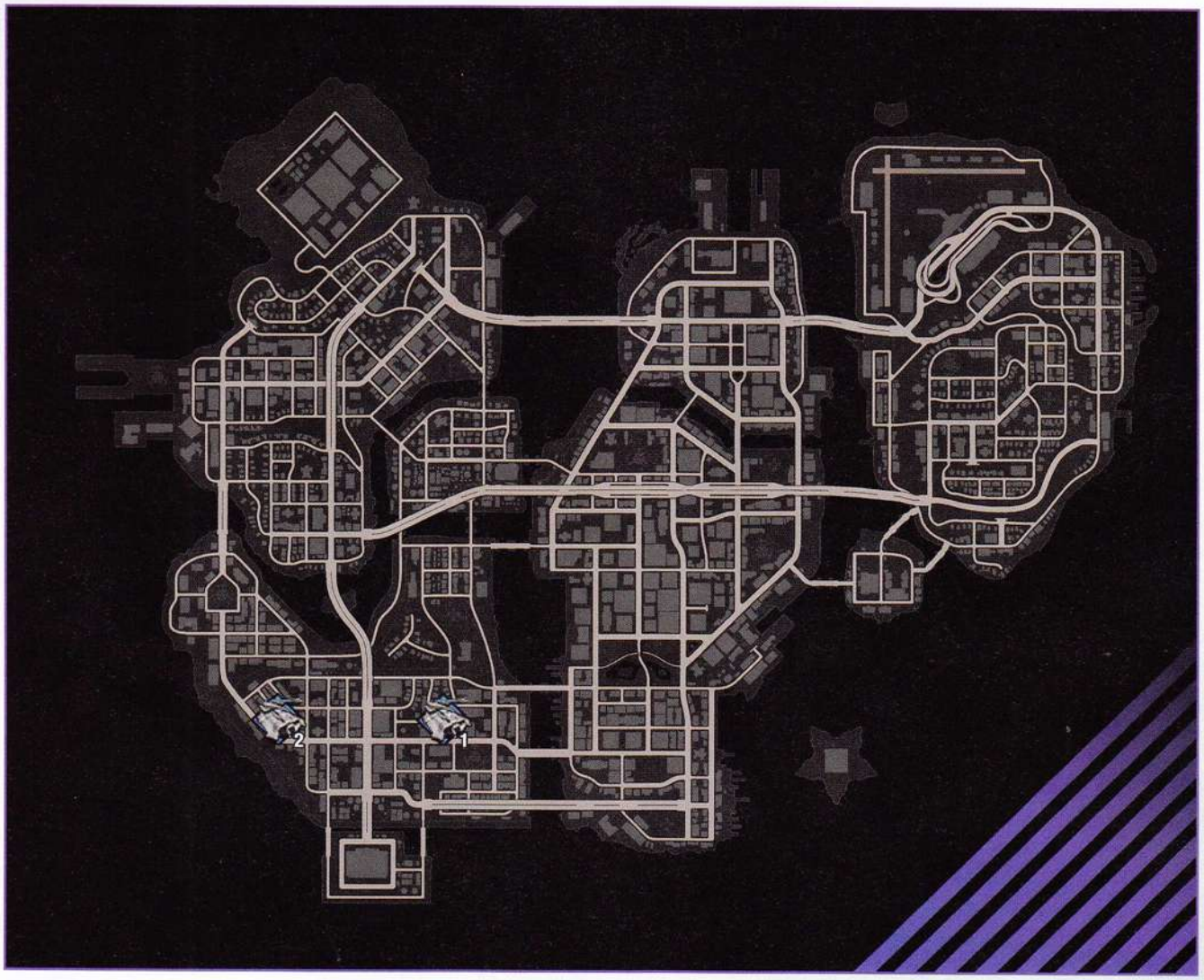
This Mayhem event is similar to the previous one in that you must inflict damage with little more than your Stomp ability. Fortunately, you're likely to have gained the Immovable Object upgrade by the time the optional Quests direct you to this Activity. If so, you can put the powers of the Immovable Object upgrade to work for you and Super Sprint your way to a gold medal by crashing through cars, knocking around pedestrians, and destroying all matter of signage and infrastructure. Simply Super Sprint along the sidewalk to build your combo, then unleash a Super Stomp attack whenever the cops are nearby.



Stomping near the police cars and motorcycles adds a wealth of points to the tally, and you can do this without jumping in order to save time. Hitting cars and other objects at a full Super Sprint builds your combo for the initial collision, and you'll also send cars flying through the air toward other objects. It's possible to build a combo of 100+ without so much as a single Stomp attack! Try to carry a big combo toward a gas station, then unleash a Stomp atop the roof for a massive—and safe—explosion.

TANK MAYHEM

ANNIHILATE THE ALIENS



Tank Mayhem events provide you with a chance to use alien technology—the Destructor hovertank, to be precise—to deal as much damage as possible. Drive the Destructor around the area while firing the Plasma Cannon and main rocket turret as often as you can to build up a combo. The Plasma Cannon never overheats, so you can fire it continuously throughout the duration of the Activity. Aim the Plasma Cannon at windows, cars, pedestrians, and signage to keep the combo going. This makes it possible to string together multiple High-Value Targets for greater scoring bonuses. Because of the presence of HVTs, many of which are stationary, you should access the map immediately after the event starts so that you can better familiarize yourself with their locations and plan a route accordingly.

TANK MAYHEM #1: BRIDGEPORT, EASY

TIME LIMIT: 2:00

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	300,000	500	2000
	600,000	100	1500
	1,000,000	150	1500

Rewards are given for the medal earned and those below it.



For this Tank Mayhem event, make an immediate right-hand turn toward the first group of HVTs. Keep your eyes peeled for tanks and police vehicles, as they are also worth a lot of Cache and often come up from behind you. Proceed one block, turn right, and then make another right to loop back to the northeast corner of the area to find several additional HVTs. You might not have enough time to reach them all, so it's important to quickly settle on a route that takes you past as many as you can. Continue firing the plasma beam the entire time, even if it's just burning through the storefronts and parked cars. There are plenty of unmarked targets to shoot at also, so just keep firing, and don't stop until the time runs out. One of the groups of HVTs is located behind the protective shield of a nearby Hot Spot. If you're having difficulty earning a gold medal in this Activity while the shield is up, exit the event, take out the Hot Spot, then return to the Activity and try again.

TANK MAYHEM #2: YEARWOOD, HARD

TIME LIMIT: 3:31

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	600,000	700	5000
	1,400,000	100	2500
	2,000,000	200	2500

Rewards are given for the medal earned and those below it.



Despite the lofty scoring requirements, the gold medal is well within your grasp thanks to the numerous High-Value Targets throughout the Yearwood area. Immediately fire the main weapon a few times to get your combo started, and proceed north while keeping your finger on the secondary weapon's trigger. There is no reason to ever stop firing the plasma beam at cars, pedestrians, and storefronts. Sweep the city block by block with the plasma beam while periodically firing the main rockets at any HVTs that you encounter. Your tank, the Destructor, takes damage from enemy attacks and also from simply being too close to the numerous explosions you'll be causing. Be sure to drive through the large wrench icons to repair the Destructor and keep it in working order. There are a number of repair pick-ups scattered throughout the area. Use the minimap to locate them as you weave your way through the streets toward the next concentration of HVTs.

UFO MAYHEM

STRIKE ALIEN TARGETS



UFO Mayhem, like Tank Mayhem, tasks you with doing your damage inside the cockpit of an alien vehicle. This time, it's the Void! Immediately ascend to an altitude that is just high enough to clear the nearby rooftops and trees—you want to be close enough to the ground to be able to spot your targets and hit them quickly. Stay in hover mode unless you wish to quickly fly across the neighborhood to a concentration of High-Value Targets. The Void has two weapons systems: the laser cannons and the rockets. Unlike the Destructor's plasma beam, the Void's guns overheat with time. They are also somewhat less powerful. Though you'll still want to use the guns to keep your combo going, especially against parked cars and pedestrians, you should be firing the rockets as often as you can until you are nearing a collection of HVTs. Allow the guns to cool and the rockets to load, then open fire with your rockets at the HVTs while the combo is active. Keep an eye open for enemy Voids, XORs, or helicopters, and take them out. Enemy aircraft are worth a lot of points and can often be hit without much difficulty if you get slightly below them.

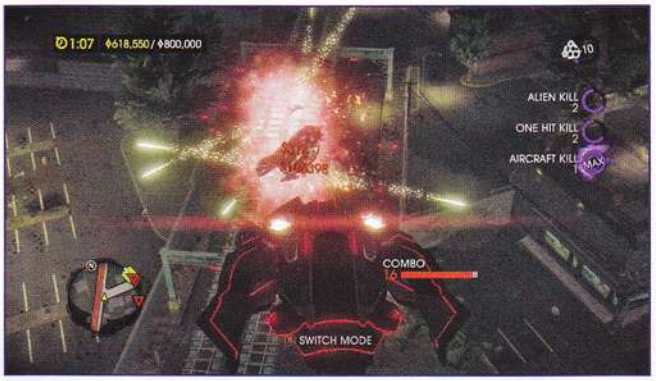
UFO MAYHEM #1: HENRY STEEL MILLS, EASY

TIME LIMIT: 2:3

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	250,000	500	2000
	500,000	100	1500
	800,000	150	1500

Rewards are given for the medal earned and those below it.



Once the event begins, you'll have 2:30 to inflict as much damage as you can using the Chrome Void. Ascend vertically to a moderate height (just high enough to clear the buildings in the immediate area), and use the Void's cannon attack to open fire on the cars and pedestrians you see below. Immediately head west down the tree-lined street toward the first group of High-Value Targets (HVTs) headed your way. Build up your combo, and take them out with the rockets to snag the bronze medal with over 2:00 left on the clock. Follow the road as it curves to the south, toward the elevated train tracks. There are multiple alien craft parked on the street to the right of the tracks. Continue your loop of the designated area by turning east along the wider road to intercept the next group of HVTs. An alien Void likely attacks in this area—build up your combo by firing lasers at the cars on the ground, then hit the Void with rockets for a quick six-figure score! Enemy Voids are easier to hit if you get slightly below them. Weave through the city toward the river to pick off the remaining HVTs.

UFO MAYHEM #2: BURNS HILL, HARD

TIME LIMIT: 3:00

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	300,000	700	5000
	600,000	100	2500
	800,000	200	2500

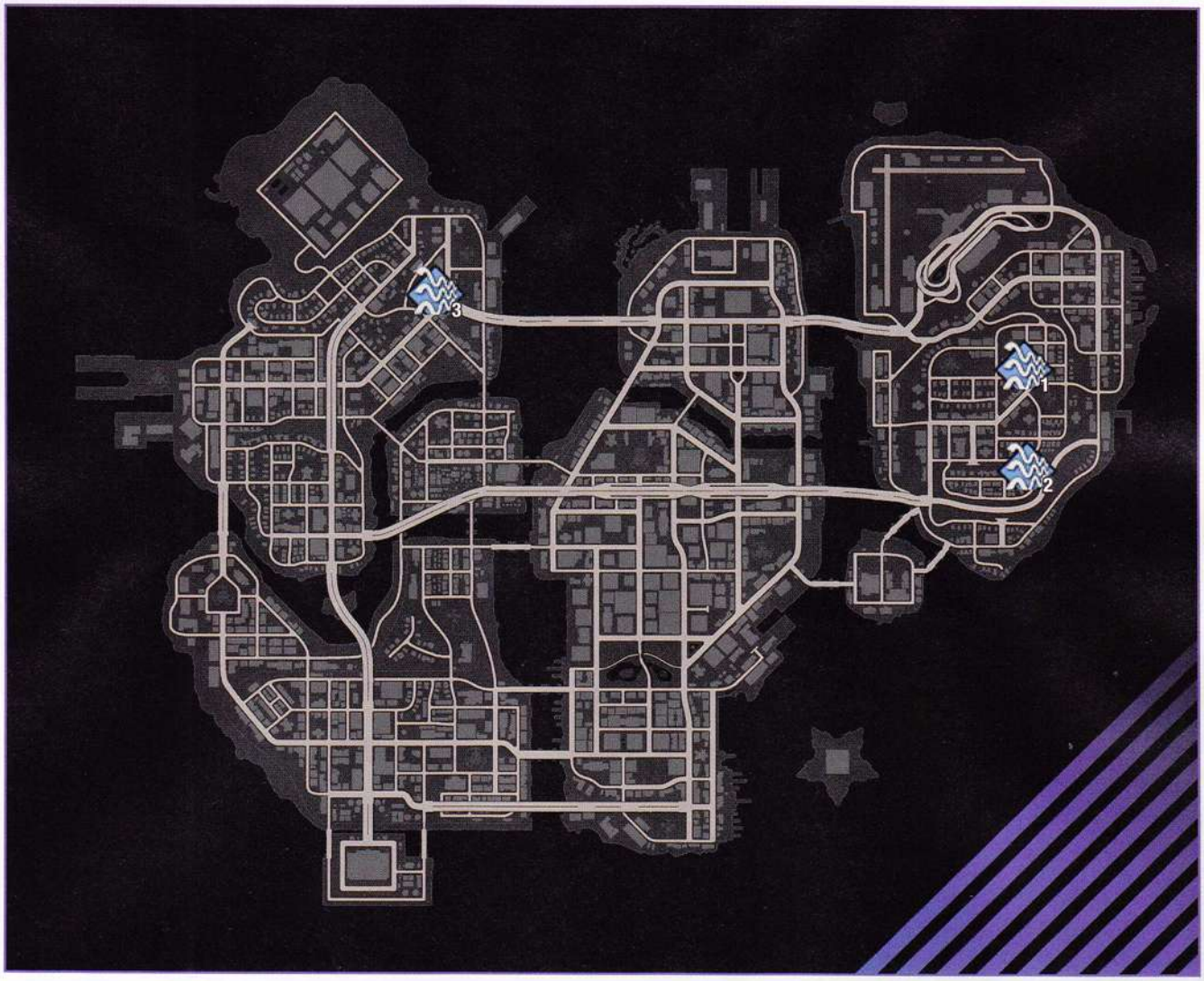
Rewards are given for the medal earned and those below it.



Many of the HVTs in this event are on the move, which makes them harder to focus on. Nevertheless, there are several stationary targets atop rooftops to the northwest, as well as several helicopters that come to you. Start by flying slightly to the northwest (stay in hover mode), and look for the four Asserts cruising the streets beneath the cliffs. Take them out with your rockets, then focus on the HVTs on the buildings. Watch the minimap for helicopters, and try to get above them for an easier shot. Small red target identifiers appear on the edge of the screen whenever you are close to a target, in order to help guide you to the nearest foe. Be sure to pay attention to these signals, as it can be difficult to spot the Zin while you're flying high enough to clear the trees and buildings. Turn back to the northeast to go after other HVTs and to take aim at the increased traffic exiting the highway. There are some repair pick-ups available, just as with Tank Mayhem events, but they're low to the ground. Try setting the Void down on a rooftop with a repair pick-up if you are in dire need of repairs; otherwise, ignore them.

TELEKINESIS MAYHEM

THROW ALIEN WRECKING BALLS



Telekinesis Mayhem events are similar to the other Mayhem Activities, but these limit you to your Telekinesis ability and dozens of Mayhem spheres that spawn at random across the neighborhood. It's up to you to grab one of these heavy-duty Mayhem spheres and hurl them at parked cars, signs, and pedestrians to do as much damage as you can. The Mayhem spheres can be thrown multiple times and do not disappear, although you may inadvertently throw them too far. The spheres are marked on your minimap (squares represent Mayhem spheres that are at the same elevation as you, and triangles pointing up and down indicate that the sphere is above or below you in height). Note that the Mayhem sphere locations disappear from the map while you have a sphere in your possession but reappear after you throw it.

There are different ways to go about completing Telekinesis Mayhem events, and these depend on the upgrades you have acquired. Early on in your adventure, while the Boss is somewhat less powerful, you should aim to pick up and throw as many Mayhem spheres as you can. Chase after them and keep them rolling downhill or into intersections to keep the combo going. This is more of a brute force assault and can be difficult to perform, since you undoubtedly end up waiting for a sphere to spawn. Another tactic, and one that is considerably easier to pull off once you have fully upgraded the Telekinesis ability, is to use a single Mayhem sphere as if it were a yo-yo. Stand near your target and throw the sphere, let it hit the cars you're aiming at, then quickly grab it back with Telekinesis. Continue to throw and catch the same sphere to effectively pummel your targets into oblivion.

TELEKINESIS MAYHEM #1: ROSEN OAKS, MEDIUM

TIME LIMIT: 3:00

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	200,000	600	3500
	350,000	100	1500
	550,000	200	2500

Rewards are given for the medal earned and those below it.





Take a moment to purchase any available Telekinesis upgrades before starting this Activity, particularly Throw Distance and Recharge 2. Use the minimap to look for police, and Super Sprint through cars and pedestrians to keep the combo going as you move from area to area to find new targets. Grab the nearest Mayhem sphere at the start, and head south toward the large Y-shaped intersection. You can deal a lot of damage in this intersection southwest of the gas station. Move between the gas station and the intersection to cut off the police as they approach from multiple angles, and maximize your access to the Mayhem spheres. Avoid sending them too far down the road. Super Sprint after them, and hurl them back up the hill at the intersection. The best way you can keep the combo going is to have numerous spheres nearby. Try using Telekinesis on one sphere to swing it to knock other spheres at cars and pedestrians to keep the combo going.

TELEKINESIS MAYHEM #2: ROSEN OAKS, HARD

TIME LIMIT: 2:30

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	200,000	700	5000
	350,000	100	2500
	500,000	200	2500

Rewards are given for the medal earned and those below it.





The starting point for this Telekinesis Mayhem event puts you in a perfect three-way intersection atop a hill, where numerous police cars can converge on your position. Though you can always begin throwing Mayhem spheres down the hill to keep a combo going, those with all of the Telekinesis upgrades (and some of the fire and explosion damage reduction upgrades) shouldn't need to resort to such tactics. Instead, simply throw a Mayhem sphere at the cop cars from several meters away, then immediately use Telekinesis to draw the Mayhem sphere back to you as soon as it hits the cars.

Use your Telekinesis ability to effectively pummel the cop cars as if the Mayhem sphere were on a string tied to a paddle. Throw the Mayhem sphere, let it hit the cars, pull it back, then throw it again to keep the combo going. Let the ball roll through weakened cars to demolish them and set off explosions that injure pedestrians and deal additional damage. It's possible to earn the gold medal without leaving the initial starting position, provided you continue to throw and catch the Mayhem sphere and monitor the minimap for approaching police cars.

TELEKINESIS MAYHEM #3: ASHWOOD, EASY

TIME LIMIT: 2:30

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	150,000	500	2000
	250,000	100	1500
	450,000	150	1500

Rewards are given for the medal earned and those below it.

If you've already played the other Telekinesis Mayhem events by the time you get to this one, then you shouldn't have much trouble.



Grab the Mayhem sphere behind the fence at the starting point, and turn and wait for the police cars and motorcycles to arrive. Throw the Mayhem sphere at the cars from several steps away, then quickly draw it back to you as the ball begins to crush the cars. Continue to yo-yo the Mayhem sphere back and forth at the cars until they explode, then throw the ball down the sidewalk to keep the combo going as you chase after it. You don't need to use the same Mayhem sphere throughout the entire Activity, but there's little reason not to when you can do so much damage so quickly.

MECH SUIT MAYHEM

ASSEMBLE, AND ROLL OUT



Mech Suit Mayhem is a cross between the standard Mayhem events and vehicle based ones. Available later during Act 2, Mech Suit Mayhem allows you to utilize the fully weaponized Mech Suit to inflict as much damage on the Simulation as you possibly can. You can use the Mech Suit to fire a gun, launch rockets, or even perform a melee smash. The Mech Suit's chainguns can overheat, so it's best to fire in bursts. Also, since they're not terribly powerful, they're best used against pedestrians and signs, as opposed to cars or High-Value Targets. Conversely, the Mech Suit's powerful rockets can inflict significant damage and boast a wide blast radius.

MECH MAYHEM #1: LOREN SQUARE, EASY

TIME LIMIT: 2:55

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	300,000	500	2000
	550,000	100	1500
	800,000	150	1500

Rewards are given for the medal earned and those below it.



It doesn't get any easier—or more fun—than this! The Mech Suit has full weapons capacity, so you won't be forced to rely purely on a Stomp or melee smash. Make your way due north along the main boulevard, and use the Mech Suit's rockets and gun cannons to annihilate everything in your path. Watch the minimap for High-Value Targets (and tanks coming up behind you), and use the rockets to take them out, since the chainguns aren't strong enough for a one-hit kill. Four Asserts patrol the city in formation and may move a little too quickly for you to hit the first time they come by. Watch their positioning on the minimap, and be ready for them when they loop around a second time. Hold the Reload button to cool down the cannons when necessary, and continue the march north. The Dash maneuver can help you get closer to a target or smash through a car or group of pedestrians in your way, but it's often better to just keep firing the canons while shooting the occasional rocket at larger vehicles.

MECH MAYHEM #2: LOREN SQUARE, HARD

TIME LIMIT: 2:25

EVENT REWARDS

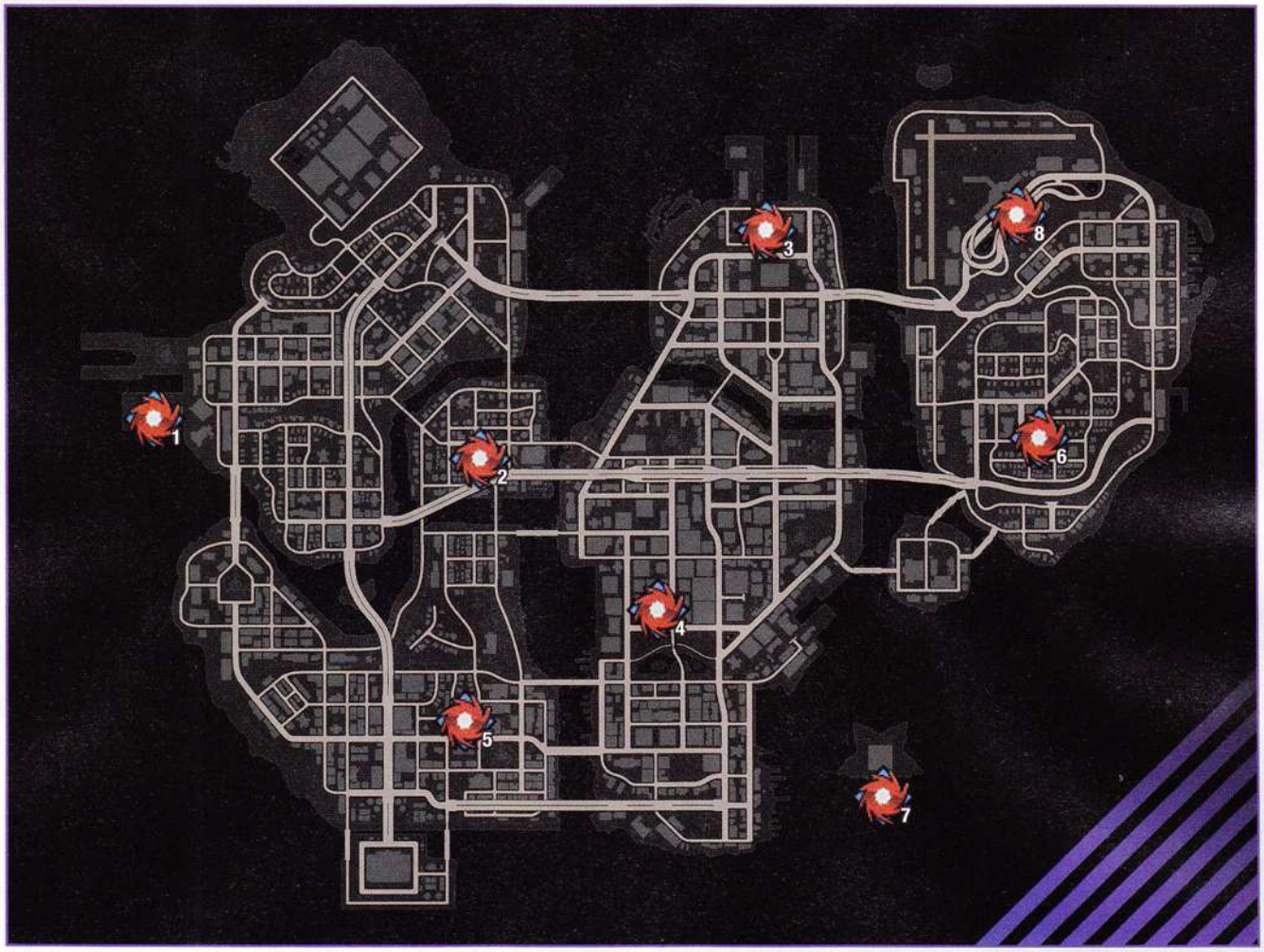
MEDAL	SCORE REQUIRED	XP	CACHE
	500,000	700	5000
	700,000	100	2500
	900,000	200	2500

Rewards are given for the medal earned and those below it.



This harder instance of Mech Suit Mayhem tasks you with scoring far more points in 30 fewer seconds. Open fire on any nearby police cruisers as soon as the Activity begins, then march south along the main road, away from the bridge. Use the guns to keep the combo going, and look to the sky for Voids circling nearby. It only takes a single rocket to destroy a Void, and the points you'll earn for doing so make it well worth it. Keep your eyes peeled for a fleet of Asserts exiting the highway ramps up ahead, as they'll be circling the main area and present a valuable target. Watch for a helicopter icon to appear on the minimap, and if it's low enough, take it out with a rocket. A single helicopter can be worth more than 80,000 Cache in damage with even a modest active combo. The enemy forces get tougher as you continue south, but don't veer from this road. Just keep firing your guns and rockets, and focus your aim on the HVTs that come into view. The silver and gold medals come fast after you reach the milestone for the bronze, so keep with it.

DESTABILIZE THE SIMULATION



There are three different types of Rifts: Platforming, Speed, and Telekinesis. They are each very different from one another, offering a unique set of rules and requiring strategies specific to the style.

PLATFORMING RIFT: Leap from platform to platform to turn each platform from red to blue. Landing in the middle of the platform (or sprinting across an arrow) earns you 2,000 points for a bull's-eye. Landing along the outer edge of a platform only earns you 500 points. Bonuses are awarded for clearing a segment quickly (+5,000 points maximum), and a completion bonus of 100 points per second remaining at the end is also awarded. Use Air Dash to land in the center of platforms, and if necessary, Wall Sprint up the side of a platform to avoid falling. Skipping platforms is allowed, but the 2,000 points lost by skipping a platform is seldom made up by a segment bonus that is capped at 5,000 points; it's best to hit every platform unless you're running out of time.

SPEED RIFT: Here, you're tasked with collecting as many blue and purple bits of data as possible while you automatically sprint along a three-lane track—speed, jumping ability, and Stamina are constant and not affected by upgrades. The Zin leave obstacles in the path and generally try to make it harder for you to continue running. Collect the data to gain a Data Burst, which you can activate to smash through the barriers and double the value of the data collected. Blue data is worth 100 points and increases the burst charge by 2%, whereas purple data is worth 500 points and increases the charge by 10%. Colliding with a red barrier reduces the Data Burst charge by -10%. Avoid the pits in the track, collect as many purple and blue data bits as you can, and activate Data Burst whenever obstacles are in your way.

TELEKINESIS RIFT: Use your Telekinesis powers to catch and launch logic bombs at the firewalls on the Towers. Each firewall's targets alternate color between red and yellow and must be hit with a logic bomb of the same color. A direct hit to the center of the target boosts the combo 5x, and two shots directly to the middle can get you the 10x max combo. An exact hit to the center of the target with a 10x combo earns you a max of 10,000 points for a non-destructive shot and 15,000 points for a fatal blow. Your combo drains as time passes without you scoring points. Additionally, the Towers lob logic bombs your way (floating firewall panels retaliate as you hit them). Catch these incoming shots to avoid taking damage. The screen darkens, and a beeping sound alerts you to your pending demise. Quickly hit multiple targets and destroy a firewall target to regain health.

RIFT #1 — PLATFORMING: SALANDER, EASY

TIME LIMIT: 0:40

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	50,000	500	2000
	70,000	100	1500
	85,000	150	1500

Rewards are given for the medal earned and those below it.



This first Platforming Rift is relatively straightforward. There is only one path, and both the platforms and sprinting sections are all lined up in a clear manner. The only area that might prove somewhat confusing follows the second segment Speed Bonus (the large three-ringed platform). Leap across to the small floating platform, but don't be lured by the large red Tower in the center. It's far too tall to leap to, and Wall Jumping up it would bypass many other platforms. Instead, quickly rotate the camera to face the right, where a number of platforms forms a series of steps that circle around the central Tower.

RIFT #2 — SPEED ARAPICE ISLAND, EASY

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	60,000	500	2000
	120,000	100	1500
	170,000	150	1500

Rewards are given for the medal earned and those below it.



Collect the data and use the burst to smash through the first group of obstacles as soon as possible, but watch the meter so you can avoid the others when the effects end. Build the burst meter up to more than 50%, then activate the burst right before the next lengthy string of Data Orbs. Collect as many Data Orbs as you can in any single combo to maximize your Burst Combo. Stay clear of the red-lit holes in the path. The red mesh texture serves as a warning that a hole in the track is fast approaching. It's worth waiting for a fuller burst meter if it means you can extend the Burst Combo past one of the three Zin on bikes. Similarly, always try to collect additional purple Data Orbs to keep a combo going through additional barriers and possibly gain a five-figure Burst Combo.

RIFT #3 — TELEKINESIS: HENRY STEEL MILLS, HARD

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	100,000	700	5000
	400,000	100	2500
	500,000	200	2500

Rewards are given for the medal earned and those below it.

Many of the targets in this Rift are circular floating panels that retaliate when you hit them. They won't initiate their own attacks (the Towers in the background will), but they retaliate quickly. This forces you to slow down, maintain self-control, and focus on hitting only one or two targets at a time. It can be very difficult to maintain a combo on this Activity, as the combo bar drains much faster here.

Focus on the targets at the edge first, and continue to throw at the same red and yellow targets until they are destroyed. It doesn't pay to weaken numerous targets, as the Zin are launching logic bombs at you from the Towers as well as from the chutes below. You need to destroy the Towers quickly to give yourself a chance at avoiding death. You also don't want to focus on targets in the middle first, as that leaves you with targets far to the edges, and it becomes much harder to keep the incoming logic bombs within view.





There are five target areas with progressively more and more targets at each to hit (three, four, four, six, and 13). You have to be quick, even if it means catching and throwing bombs away just to avoid being hit. You also need to have Ninja Reflexes and periodically recover from a blast to avoid getting knocked on your back. It's entirely possible to earn a gold medal with six or more targets remaining. As long as you don't die, aim for the center, and keep the combo intact, there's not a large margin for error.

RIFT #4 — PLATFORMING: LOREN SQUARE, MEDIUM

TIME LIMIT: 1:01

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	74,000	600	3500
	140,000	100	1500
	210,000	200	2500

Rewards are given for the medal earned and those below it.





This very lengthy Platforming Rift has two very tricky spots that, if done incorrectly, can make it exceedingly difficult to finish with a gold medal. The first of these trouble spots comes right at the beginning. Leap down to the second platform, but before jumping to the third, be sure to carefully sprint around the circular perimeter of the red bull's-eye in order to turn all of the wedge-shaped panels from red to blue. Hop to each and every platform following the first checkpoint. Continue on to the second checkpoint, then Super Sprint across the two pairs of platforms with the wedges. The trickiest part comes immediately after this section, as the platforms only become visible one by one as you are about to land on the preceding platform. Rotate the camera around your position and slow your jump rate ever so slightly to ensure that you don't leap before spotting the next landing. The platforms pop into view one by one in a serpentine path. Continue on to the finish, making sure to Super Sprint down the spiraling path past more than a dozen wedge-shaped panels. The final series before the finish contains several winding switchbacks; don't take any shortcuts!

RIFT #5 — SPEED: BRIDGEPORT, MEDIUM

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	80,000	600	3500
	220,000	100	1500
	264,000	200	2500

Rewards are given for the medal earned and those below it.

This Speed Rift contains lots of jumps, which can be difficult to clear if you don't wait until the very last moment to leap. Additionally, many of the purple Data Orbs float above the track and require you to jump to collect them. Taller obstacles can obscure the Data Orbs and stand to slow you down if you hit them, but they are worth more points if you smash through them. Use Data Burst whenever it's ready if there are obstacles coming, or if it hits 100% and you're approaching numerous Data Orbs. It's entirely possible to keep the burst going for a prolonged time by collecting more data and crashing through obstacles. You can get a Burst Bonus of 20,000 points relatively early in this lengthy run. If you stay on top of things and remain in control, it's relatively easy to get multiple five-figure Burst Bonuses. That's the key to getting a gold medal.



RIFT #6 — TELEKINESIS: ROSEN OAKS, EASY

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	100,000	500	2000
	200,000	100	1500
	280,000	150	1500

Rewards are given for the medal earned and those below it.

This Telekinesis Rift only has three target locations, the first of which contains just two Towers that do not fire any logic bombs at you. Wait for the logic bombs to emerge from the chutes, and take the Towers out. The second target area contains three firewall Towers, but they're farther apart. It really helps to have purchased some of the Telekinesis Throw Distance upgrades before starting this Activity. The Towers will be firing logic bombs at you, but it's possible to quickly secure a bronze medal during this second target area.



Ascend the platforms to the third target area, which contains a total of eight targets. Focus on the four firewall Towers that are active at the start, and not those that aren't firing logic bombs at you. Aim to get a silver medal secured while you still have five full targets remaining. Aim higher than you typically do when throwing logic bombs at the final target, as it is much farther away and you have to account for the arc of the logic bomb in flight.

RIFT #7 — PLATFORMING: ZINYAK ISLAND, HARD

TIME LIMIT: 1:20

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	65,000	700	5000
	120,000	100	2500
	195,000	200	2500

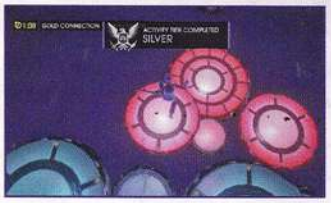
Rewards are given for the medal earned and those below it.



There are a whole lot of platforms to hit in this Rift, and you're going to need to hit them all if you're to get a gold medal. The trick is to do so as efficiently as possible. Start by circling around the perimeter of the first assembly of platform, then leap back down to the bottom row and head back up in the other direction, pausing to zigzag across the middle before ascending to the checkpoint.



The second section has three levels of speed zones that you can Super Sprint across. Stay low and Super Sprint across to the far end, then leap up and return the way you came along the middle terrace. From there, leap to the upper row and Super Sprint back the other direction to continue on. There are lots of points at stake here, and you can't afford to miss them.



The third section is where you can win or lose your bid for gold, as there are numerous small platforms tucked in beside the larger ones. Begin the descent on either the right or left side, and hop your way in a zigzag pattern across before moving up then down and back in the other direction. The key is to make sure you hit every platform for a bull's-eye but that you do so quickly, as time is an issue here. Don't charge the Super Jump for too long, as spending time in the air only wastes seconds that you might need later on. Instead, leap into the air and begin to charge the next Super Jump as you hit the apex of the current jump. Ideally, you want to have at least 1:35 left on the clock after hitting the third checkpoint and already have 130,000 points to be on pace for gold.



Carefully leap to each of the platforms as they materialize, leading you to the lengthy spiral that wraps around the tall Tower up ahead. Do not be tempted to Wall Sprint up the side of the Tower to the finish unless you are down to your final three seconds. Ignore the platform nearest the Tower when you approach it, and instead, focus on the ones leading off to the right. There are tens of thousands of points at stake. Rapidly jump from platform to platform as the path circles the base of the Tower in a counter-clockwise direction. This leads you right back to the platform near the base of the Tower. Leap to it, and spiral up around the perimeter with the other platforms that appear. Wall Sprint up the side of the Tower to the finish as soon as you have more than 193,000 points, as the Segment Speed Bonus should give you the points you need for gold.

RIFT #8 — SPEED: WESLEY CUTTER INTERNATIONAL, HARD

EVENT REWARDS

MEDAL	SCORE REQUIRED	XP	CACHE
	80,000	700	5000
	160,000	100	2500
	190,000	200	2500

Rewards are given for the medal earned and those below it.

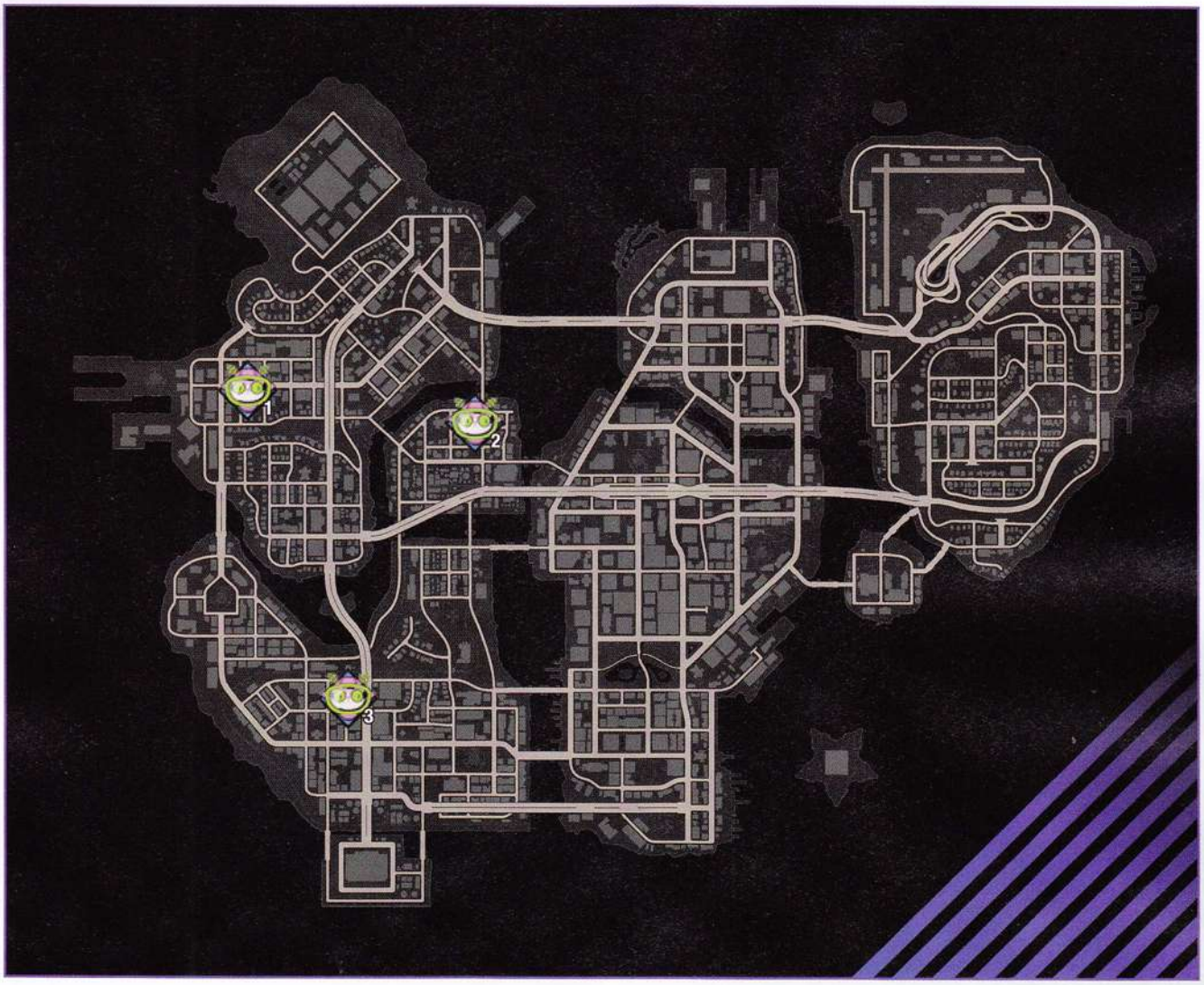
This Speed Rift builds upon the skills you acquired in the previous two Speed Rifts, but adds many more jumps. The barriers are more numerous and tightly spaced, and the purple bits of virus data are sometimes harder to reach because of pits, obstacles, and a constantly zigzagging pattern. Fortunately, the course is long enough to make earning a gold medal not extremely difficult, provided you activate the burst whenever obstacles are present, collect as much data as you can to prolong your burst, and avoid the many pits in the track.



Focus on the purple data and more numerous smaller obstacles—don't risk missing several smaller obstacles as you try to hit one larger one—and simply try to stay bursting for as long as you can. Similarly, resist the temptation to get the purple data near the edges of the red pits, as it can be very difficult to avoid falling in. Not only does this end your combo, but it drains some of your burst charge and slows you down, as well.

PROFESSOR GENKI'S MIND OVER MURDER

TELEKINESIS, GENKI STYLE



Professor Genki's Mind Over Murder (M.O.M.) is a game show of sorts in which you must use your Telekinesis power to quickly throw pedestrians, vehicles, and Genki objects through specially marked floating targets. Each event contains multiple target areas, with as many as six different targets. Earning a gold medal comes down to speed—not only how fast you can hit each target, but how fast you can get from one target area to the next—and your ability to not be interrupted by the costumed assailants.

There is very little margin for error on the harder instances of Genki's M.O.M., and repetition and memorization do play an important role. This guide outlines possible strategies for obtaining a gold medal in each event, but it's up to you to put the tips to work. Accuracy and speed play a huge role, as does knowing exactly where each target is and how to most efficiently hit them all.

GENKI'S M.O.M. #1: SALANDER, EASY

TIME LIMIT: 4:00

TARGET AREAS: 3

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0:00	500	2000
	1:30	100	1500
	2:30	150	1500

Rewards are given for the medal earned and those below it.

TARGET BREAKDOWN

TARGET AREA	PEDESTRIAN	VEHICLE	GENKI
1	2	1	1
2	2	1	2
3	1	2	2



AREA 1: The first target area contains two pedestrian targets, one car target, and one Genki target. Quickly pick up the Genki object near the balloons in front of you, and turn toward the pink icon and hurl it through it. Some of the nearby pedestrians attack, so focus on throwing the pedestrians next. All four targets are directly near the starting point at the first target area. Complete the area, then sprint northwest toward the next target area.



AREA 2: Pick up a car on the way to the second target area, and toss it through the blue target marker as soon as you arrive. This frees some time for you to focus on the two pedestrian targets and the lone Genki target.



AREA 3: Head east down the road toward the third and final target area. This one contains just one pedestrian target, but two car and two Genki targets. Collect the Genki object from the street, and run down the alley toward the first Genki target. You can find additional Genki objects to toss in the target area. Numerous costume-wearing pedestrians in a Genki Bowl car arrive on the scene, providing ample ammunition for the other targets. You can even throw a motorcycle through the car target if you'd like.

GENKI'S M.O.M. #2: ARAPICE ISLAND, MEDIUM

TIME LIMIT: 5:30

TARGET AREAS: 4

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0:00	600	3500
	1:30	100	1500
	3:00	200	2500

Rewards are given for the medal earned and those below it.

TARGET BREAKDOWN

TARGET AREA	PEDESTRIAN	CAR	GENKI
1	2	1	1
2	2	1	2
3	1	2	2
4	2	2	2

AREA 1: Begin by immediately grabbing a vehicle, turning around, and throwing it through the target behind you. One of the two green targets is close by, as is the pink Genki target. The other green target, however, is located high above the ground near the storage tanks. Take your time to make sure you hit it on the first try.



AREA 2: Toss a pedestrian through each of the ground targets, then pluck the Genki objects off the gas station roof and throw them through the two targets near the sign on the street. Hurl a car through the blue target on the roof, and hurry off to the next target area.



AREA 3: One of the two Genki targets is located in the intersection to the west of the other four targets, so hit it on the way to the main area. The other targets are all near the houses just up the street from the intersection. One of the two vehicle targets is located between two houses and can be hard to hit from far away, especially if using a larger vehicle. Get closer, and use a smaller car so it doesn't bounce off the house.



AREA 4: The fourth target area has two of each type of target and is near a bridge, with one of each color target right near the steel bridge structure. Of the targets in this final area, the hardest to hit is the green pedestrian target on the north side of the street, down the stairs near the dock. Take your time hitting this one, and get close to the railing to do so, or else the pedestrian might bounce off a railing. One of the pink targets is atop the red brick building. If you run out of Genki objects, you can get one from atop the billboard.

GENKI'S M.O.M #3: NEW BARANEC, HARD

TIME LIMIT: 5:30

TARGET AREAS: 6

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0:00	700	5000
	2:15	100	2500
	4:00	200	2500

Rewards are given for the medal earned and those below it.

TARGET BREAKDOWN

TARGET AREA	PEDESTRIAN	CAR	GENKI
1	2	1	1
2	2	1	2
3	1	2	2
4	2	2	1
5	2	2	2
6	2	2	2



AREA 1: Hit the one pedestrian target in the street right next to the starting point, then run down the alley with a car in hand to tackle the blue target. Quickly turn to the right to use the Genki in the side alley to the right of the blue target. This pink target can be hard to find the first time you attempt this event. The second green target is on a roof across the street.



AREA 2: The targets are largely on rooftops in this area. Toss a pedestrian into the green target above the road as you leap onto the roof, then find the Genki on the roof for the pink target. The second pink target is above the factory, near the smokestacks. It's best to leap to the rooftop on the northwest corner and hit all but the blue target from there. Grab a car, and go into the alley to hit the blue target.



AREA 3: Get the Genki objects off the front porches on the houses near the alley to hit the two pink targets. The lone green target is in the alley on other side of street. It's easy to hit all three remaining targets very quickly. You can stand in the middle of the street, in front of two alleys, and just about hit all remaining targets with minimal walking. There are plenty of cars, people, and Genkis right here. This is a chance to make up time!



AREA 4: Some of the targets here are inside the fence of the chemical storage facility, making it hard to get a car or pedestrian if you go inside the fenced-in area. First, take care of the ones across the street to the north. Throw a car through the target on the roof, and then hurl a Genki object at the pink target in the alley. Hit the car target on the tank and on the chemical building next, and save the pedestrian targets for last, as the fence should be knocked down by then.



AREA 5: There are two of each type of target in a progression toward the bridge, with one of each type on each side of main road. You can find the Genki objects near the gas station on the corner on the north side of the street. The pedestrians are everywhere, as are the cars, but the blue target on the north side of the road can be difficult to spot. Leap high into the air facing the billboard to spot the target in the area just beyond the large sign. There's a Genki object next to the target on the south side, near the tank.



AREA 6: The two Genki targets are located to the west side of the road, near the street signs. Continuing the counterclockwise spin around the intersection leads you to the two blue targets and one of the green targets. Take out all of these five quickly, while saving the remaining green pedestrian target for last. It's located atop the entrance to the casino.

FIGHT CLUB

SUPER FIGHT TRAINING



It's time to put your super powers to the test in a series of battles against sworn enemies, their cronies, and even rival gangs! The only rule in Fight Club is you can't use weapons in Fight Club. Go ahead and talk about it all you want. Each Fight Club battle consists of three or four waves that you must clear in under 7:00 to earn a bronze medal. Most waves require you to defeat all present enemies, though there are two king of the hill-style waves in which you just need to occupy a circle for a set amount of time. Lastly, each Fight Club battle ends with a boss wave. Boss enemies always attack alongside several of their henchman, but you need not kill them to complete the mission. The timer ends as soon as you defeat the boss. Remember that you can only use your super powers and bare-fisted melee attacks in Fight Club. Guns and melee weapons are strictly off-limits. Each Fight Club is different, so follow along with the wave-specific strategies outlined in this section.

FIGHT CLUB #1: SALANDER, EASY

TIME LIMIT: 7:00

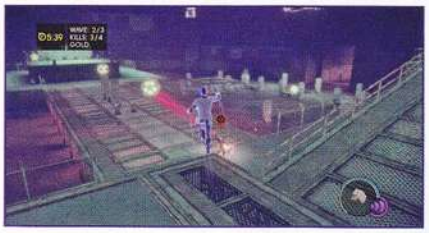
EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0:00	700	5000
	2:00	100	2500
	4:00	200	2500

Rewards are given for the medal earned and those below it.



WAVE 1: The first wave consists of seven armed Vice Kings that you can easily kill via melee attacks, Telekinesis Throws, or a combination of Super Beatdowns and Stomp attacks.



WAVE 2: The second wave features four enemies carrying heavy pistols. What makes them special is that they're not only on fire, but they can also use Telekinesis to throw Mayhem spheres at you. You don't want to get close to them while they're on fire, so hit them with Freeze Blast before rushing in for a melee attack, or use Stomp to shatter multiple enemies at once.



WAVE 3: The final wave has just two enemies, Nyte Blayde and a lone female companion. You only need to battle Nyte Blayde, but he'll typically stay atop the central platform if you leave him alone. Hit him with Blast or Telekinesis to lure him into battle on the ground beneath the platforms. Nyte Blayde hurls power blasts at you if you come within range, so it's best to keep away and time your own Blast and Stomp attacks to interrupt his attacks. Nyte Blayde carries a plasma sword that you must be careful to avoid. Hit him with Freeze Blast, then go in for the melee attack while he's frozen. Continue this pattern until you've defeated him.

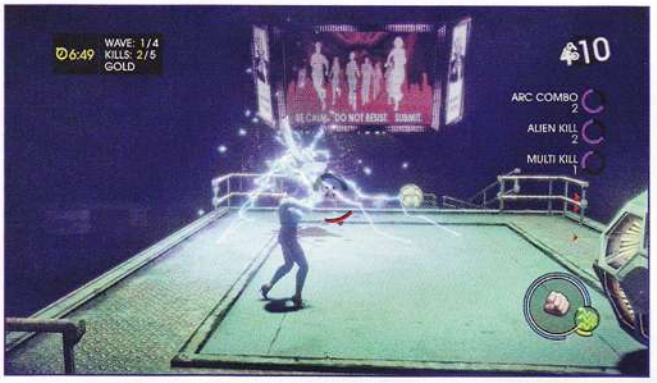
FIGHT CLUB #2: LOREN SQUARE, HARD

TIME LIMIT: 7:00

EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0:00	500	2000
	2:00	100	1500
	4:00	150	1500

Rewards are given for the medal earned and those below it.



WAVE 1: The first wave has five opponents armed with rapid-fire alien pistols and fireballs. They're spread far and wide, and your best bet for killing them is to use a combination of Telekinesis Lightning and Freeze Blast followed by a punch. Another tactic is to Super Sprint from enemy to enemy, hitting them with Superpowered Beatdowns.



WAVE 2: The second wave is a king of the hill round. Follow the green icon on the screen to the position you must defend, and do your best to keep the Vice Kings out of the circle. Use Super Stomp to knock them back. Keep Stomping the center of the circle (or use Gravity Stomp, then punch them while they float) to keep the area clear and fill the meter faster. The meter fills as long as you're inside the circle, even if the enemies are also there, but it's easier to use Stomp and knock them out than it is to take repeated bats to the head.



WAVE 3: Wave three consists of three Genki Girls, with each girl possessing a unique power. Ready your Telekinesis Lightning, and hurl the spheres at them. It also works to pick up a Genki Girl with Telekinesis Lightning and hurl her at another Genki Girl. Genki Girls attack with Stomp, Telekinesis, and Blast, so try to stay airborne with powerful Super Jumps, and use your Telekinesis ability to catch the spheres that are hurled at you and throw them right back! You can also perform

Superpowered Beatdowns, but the Genki Girls have a lot of health and may not be defeated this way. Also, it's worth noting that Genki Girls are immune to Mind Control.



WAVE 4: Jyunichi attacks during the fourth wave, alongside his Ronin assassins. You don't need to kill all six of them, but the Ronin are dangerous, and you can win the battle more easily by first taking out the lesser foes. You can do this quickly by hitting the sword-wielding Ronin with Mind Control—they'll not only attack one another, but may even weaken Jyunichi for you. Jyunichi is a master of martial arts and can attack with a flurry of punches and kicks in addition to possessing all of the basic super powers that you enjoy. It's best to take your chances against Jyunichi at close range and go at him with Freeze Blast, Gravity Stomp, and a flurry of melee attacks.

FIGHT CLUB #3: ESPINA, MEDIUM

TIME LIMIT: 7:00

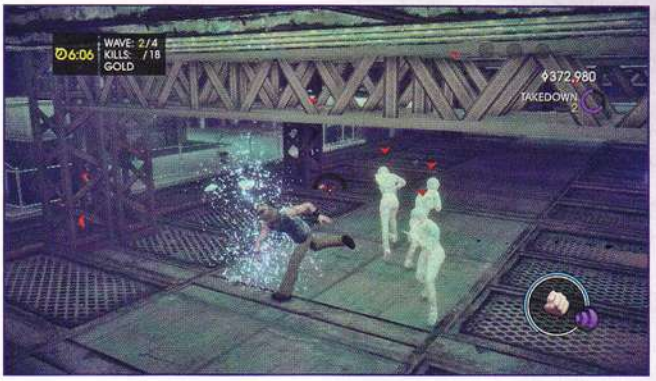
EVENT REWARDS

MEDAL	TIME REMAINING	XP	CACHE
	0:00	600	3500
	2:00	100	1500
	4:00	200	2500

Rewards are given for the medal earned and those below it.



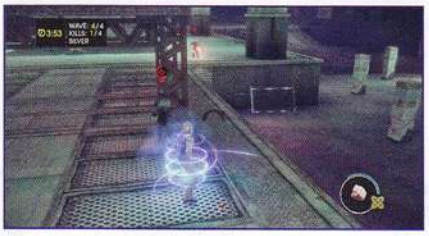
WAVE 1: The first wave consists of four snipers armed with laser sights. Take off running at the start of the match, and use your Superpowered Beatdowns to eliminate the snipers you can reach via the ramps. Throw the others against the wall with Telekinesis, or leap to them and use a Freeze Blast shatter kill. Note that the snipers are likely to leap to the upper pedestals if you jump at the beginning of the match. Stay grounded, and you'll be able to trick them into staying on the ramps.



WAVE 2: The second wave has 18 enemies, many of them Ronin, but also features a number of highly flammable barrels scattered about. Use your Telekinesis ability to hurl the barrels at groups of enemies as you quickly circle the perimeter looking for an opportunity to strike. Throwing explosive barrels works quite well against these foes. Another strategy involves using the Shrink Stomp on a group atop a pedestal platform—shrink them down, and go for the Squishy Combo!



WAVE 3: Quickly make your way to the green king of the hill circle, and equip your Freeze Blast ability. You need to stay in the circle until the meter fills, while two Genki Girls attack. The Genki Girls each use their Telekinesis ability to hurl Mayhem spheres at you. Fortunately, you needn't actually battle them directly. All you need to do is hold your ground in the circle and interrupt their Telekinesis throws. Hitting them with Freeze Blast works exceptionally well. You can use your Force Shield to deflect the Mayhem ball if one of the Genki Girls does manage to throw one at you.



WAVE 4: The final wave is a boss wave containing Julius Little and three miscellaneous thugs. You need only defeat Julius to complete the wave, so ignore the others and focus on him. Julius is vulnerable to Freeze Blast, and though a shatter attack won't kill him, it reduces one-fourth of his health (provided you have melee damage upgrades). Consider hitting him with Freeze Blast, then punching away for even more damage. Julius Little has access to all of the super powers that you do, so you can't simply melee him to death to offset his ranged attacks, as he'll use Stomp to knock you back. Fortunately, hitting him with Freeze Blast stops him dead in his tracks and helps your attacks deal more damage. Another option is to use Freeze Buff. Julius attacks with a baseball bat if you give him a chance to, so be careful when you go in for the melee kill. Use a Freeze Blast if he's got a bat in hand.

FLASHPOINTS



INSTANCES: 32

XP: 450

CACHE: 3,000



Steelport is littered with small outposts known as Flashpoints. Eight or nine Zin typically guard these modest alien bases, which you can quickly clear using an array of tactics. Even though you'll only have access to low-powered weaponry when you encounter your first Flashpoint, you'll soon be able to annihilate the Zin with all manner of explosive weapons, super powers, and even experimental alien technology. Regardless of the weapons or powers you choose to utilize, it's always best to attack from an elevated position. Launch your attack on the Flashpoint from atop an adjacent roof for best results!



Attacking a Flashpoint raises your Notoriety and summons the police. Later, as more of the Simulation is compromised, alien Portals open near the Flashpoint, and predaliens and additional Zin start attacking. You needn't kill these reinforcements to clear the Flashpoint; you only need to defeat the enemies that were originally stationed there. That said, many Flashpoints have a Warden watching over them. You must kill any Wardens that appear in order to clear the Flashpoint.

HOT SPOTS



INSTANCES: 6

XP: 300

CACHE: 2,000

Hot Spots are essentially important maintenance areas for the Zin in charge of helping keep the Simulation running smoothly. Though similar in appearance to a Flashpoint, the actual device is covered by a massive red shield powered by two or three generators. The only way to disable a Hot Spot is to first fight your way to each of the generators, then rip the wires out from each manually. Follow the beams of energy from the top of the dome-shaped shield to the generator (or just look at the minimap), and scout the enemy defenses. Some Hot Spots are very poorly guarded, while others have a large defense force on watch. Phone in some Homies as backup so you can keep the reinforcements off you while you sabotage the generators.

Make your way from generator to generator to disable the shield. Then, with the shield destroyed, you'll be able to approach the large control device in the center of the Hot Spot and destroy it. Once again, clear away the defenders, then rush toward the central control panel and destroy it.





TOWERS



INSTANCES: 5

XP: 3,500

CACHE: 7,000

The Zin have erected five monstrous towers in Steelport that yield you a large amount of XP and Cache if you climb them, along with dozens of Data Clusters scattered throughout their height. Though it is possible to fly a Void (or other aerial vehicle) directly to the top, then leap out and claim the tower, it's better to climb it manually to collect the Data Clusters.





Begin the ascent by locating the lowest of the red-lit platforms, then Super Jump onto it. Proceed from platform to platform, often spiraling around the base of the tower, until your only option is to leap onto the tower itself. Wall Jump (or Wall Sprint) up the side of the tower, collecting the Data Clusters as you go, until another series of platforms is within reach. Access the Warp Points that serve as checkpoints on the tower—you can immediately return to the highest Warp Point should you fall (look for a platform in the crater below the center of the tower). You'll periodically need to Super Sprint and leap across to the sloped ramps that lead through tunnels within the tower. Don't bypass these tunnels with a Wall Sprint, as they often contain numerous Data Clusters. Each tower is slightly different, and some of the Data Clusters are trickier to find than others. Returning with the Collectible Finder upgrade is a good idea if you're unsure that you found them all.

TOWER	NEIGHBORHOOD	DATA CLUSTERS	XP	CACHE
1	Ashwood	28	3500	7000
2	The Grove	26	3500	7000
3	Sunset Park	26	3500	7000
4	Rosen Oaks	26	3500	7000
5	Loren Square	31	3500	7000

STORE HACKING



Map callouts correspond to the solutions on the following pages.

INSTANCES: 34

XP: 150

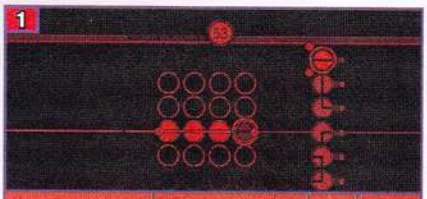
CACHE: 1,000

With the exception of the very first shops you visit upon being dropped into the Simulation, you need to Hack any of the stores you wish to purchase from. Hacking is done by using the limited supply of Hacking Nodes to direct the current from the entry point on the left-hand side of the grid to the exit point on the right. There are 34 Hacking puzzles that become progressively more difficult. Hacking solutions are presented here in the order that the Boss progresses through in the Side Quests. Each screenshot shows a viable solution to each puzzle, with only the final piece remaining to be placed.

Hacking is time-based and begins with just 60 seconds until you acquire an upgrade that extends the duration to 120 seconds. It's important to have no Notoriety when you begin the Hack, as you may otherwise get shot at during the Hack. Being attacked while Hacking causes the timer to count down faster and sets off alarms. There is no penalty for failing a Hack, only the need to start over.

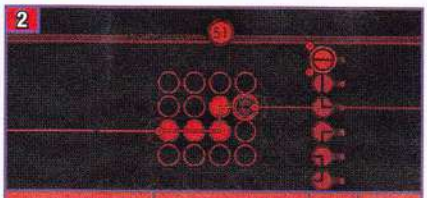
STORE HACKING SOLUTIONS

1



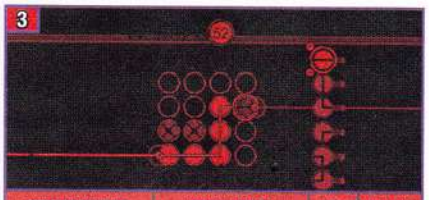
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Yearwood	Planet Zin	150	1000

2



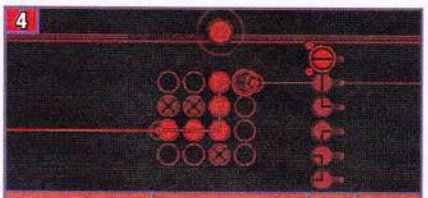
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Brickston	Friendly Fire	150	1000

3



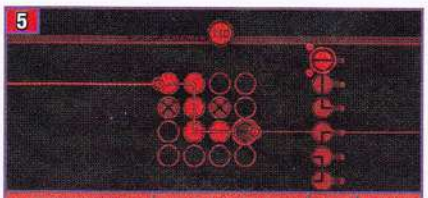
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Brickston	Rim Jobs	150	1000

4



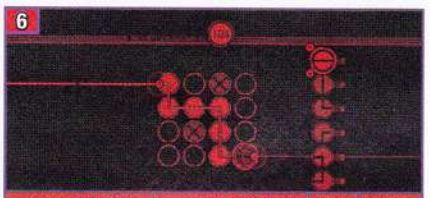
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Bridgeport	Friendly Fire	150	1000

5



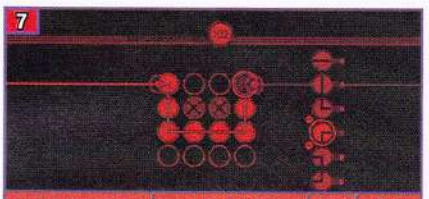
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Arapice Island	Rim Jobs	150	1000

6



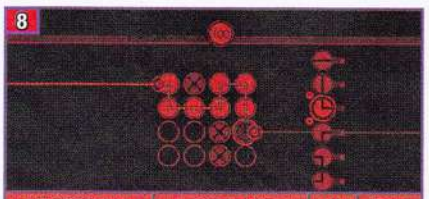
NEIGHBORHOOD	STORE TYPE	XP	CACHE
New Baranec	Rusty's Needle	150	1000

7



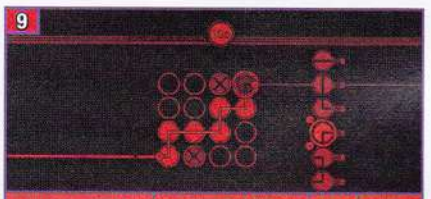
NEIGHBORHOOD	STORE TYPE	XP	CACHE
New Baranec	Let's Pretend	150	1000

8



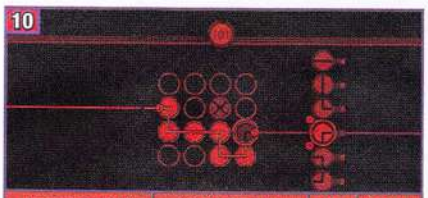
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Salander	Planet Zin	150	1000

9



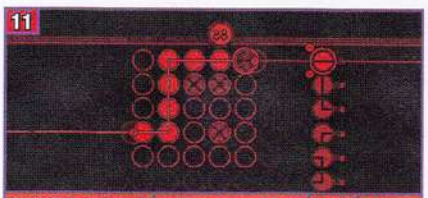
NEIGHBORHOOD	STORE TYPE	XP	CACHE
The Grove	Friendly Fire	150	1000

10



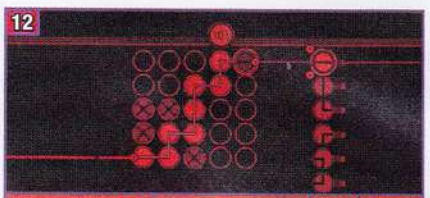
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Burns Hill	Image as Designed	150	1000

11



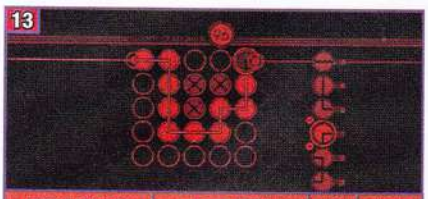
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Ashwood	Nobody Loves Me	150	1000

12



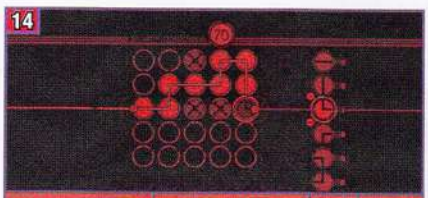
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Ashwood	Rim Jobs	150	1000

13



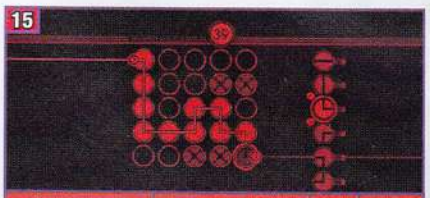
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Salander	Friendly Fire	150	1000

14



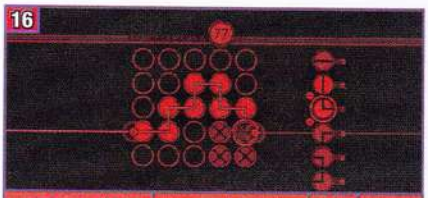
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Ashwood	Rusty's Needle	150	1000

15



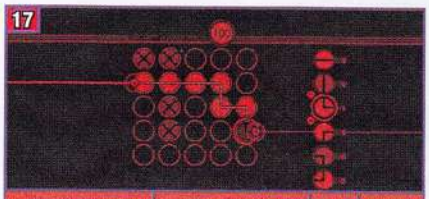
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Sunset Park	Rim Jobs	150	1000

16



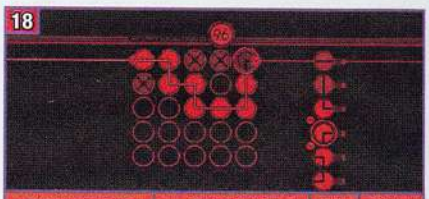
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Sunset Park	Planet Zin	150	1000

17



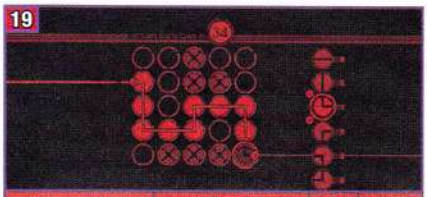
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Sunset Park	Rusty's Needle	150	1000

18



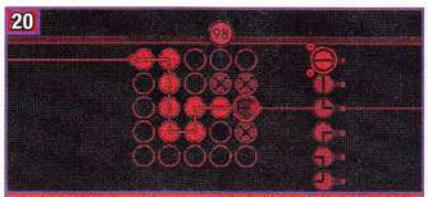
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Loren Square	Friendly Fire	150	1000

19



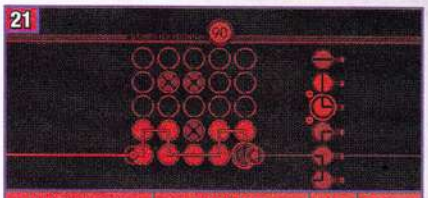
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Loren Square	Image as Designed	150	1000

20



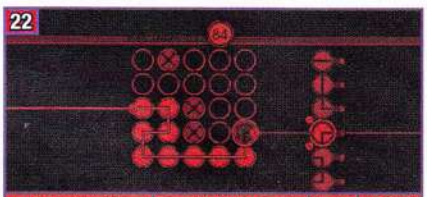
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Yearwood	Rim Jobs	150	1000

21



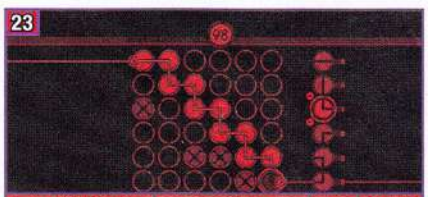
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Loren Square	Planet Zin	150	1000

22



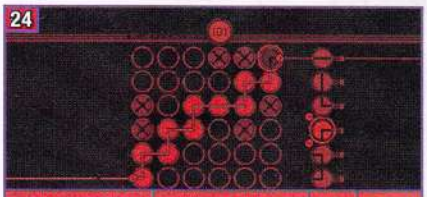
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Henry Steel Mills	Image as Designed	150	1000

23



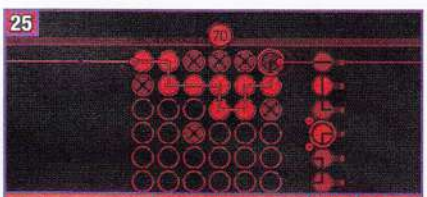
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Henry Steel Mills	Rusty's Needle	150	1000

24



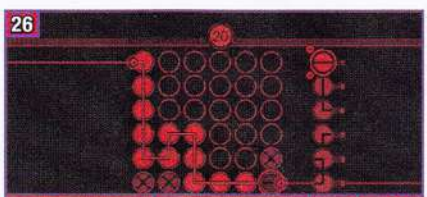
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Henry Steel Mills	Rim Jobs	150	1000

25



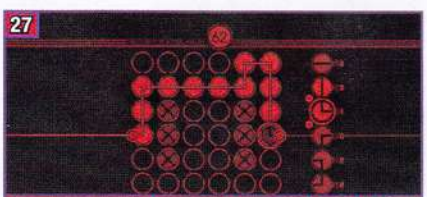
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Henry Steel Mills	Friendly Fire	150	1000

26



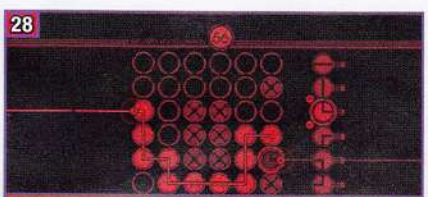
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Bridgeport	Image as Designed	150	1000

27



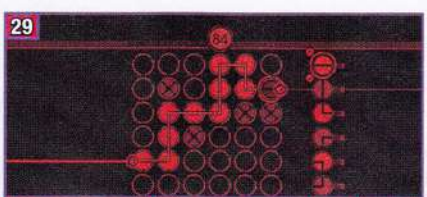
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Camano Place	Friendly Fire	150	1000

28



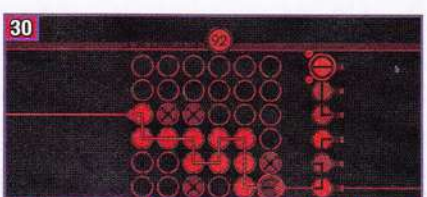
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Camano Place	Leather and Lace	150	1000

29



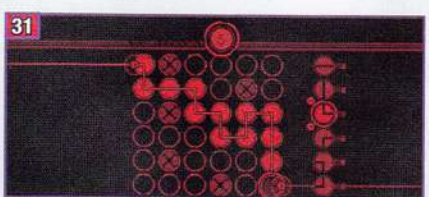
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Camano Place	Rim Jobs	150	1000

30



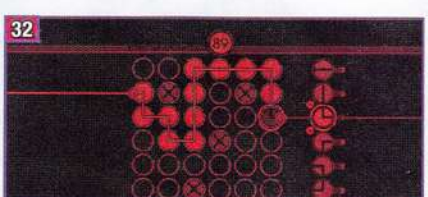
NEIGHBORHOOD	STORE TYPE	XP	CACHE
Rosen Oaks	Planet Zin	150	1000

31



NEIGHBORHOOD	STORE TYPE	XP	CACHE
Espina	Rusty's Needle	150	1000

32



NEIGHBORHOOD	STORE TYPE	XP	CACHE
Rosen Oaks	Image as Designed	150	1000

33



NEIGHBORHOOD	STORE TYPE	XP	CACHE
Rosen Oaks	Friendly Fire	150	1000

34



NEIGHBORHOOD	STORE TYPE	XP	CACHE
Camano Place	Rim Jobs	150	1000

SECURITY DELETION



INSTANCES: 9

XP: 500

CACHE: 2,000

Virus programs, glitches, and unwanted simulations manage to infiltrate the main Simulation periodically. These rogue programs must be sought out and deleted with the use of force. Some of these virus programs are present alongside counterfeit programs that look just like the real thing but are much, much easier to kill. Both the imposters and the real targets fight back, often with high-powered weaponry or super powers, and it's up to you put them down.

Shoot the imposters and nearby pedestrians to ensure that a supply of Health Orbs becomes available if you start to suffer damage. Don't hold anything back from your battles with the security target. Use your powers to disable their shields (when applicable), and hit them with your most potent weaponry. Each individual Security Deletion event is discussed in the Side Quests they are featured in during the walkthrough. The accompanying map shows their whereabouts for those who'd like to tackle them in another order.



VIRUS INJECTION



INSTANCES: 24

XP: 300

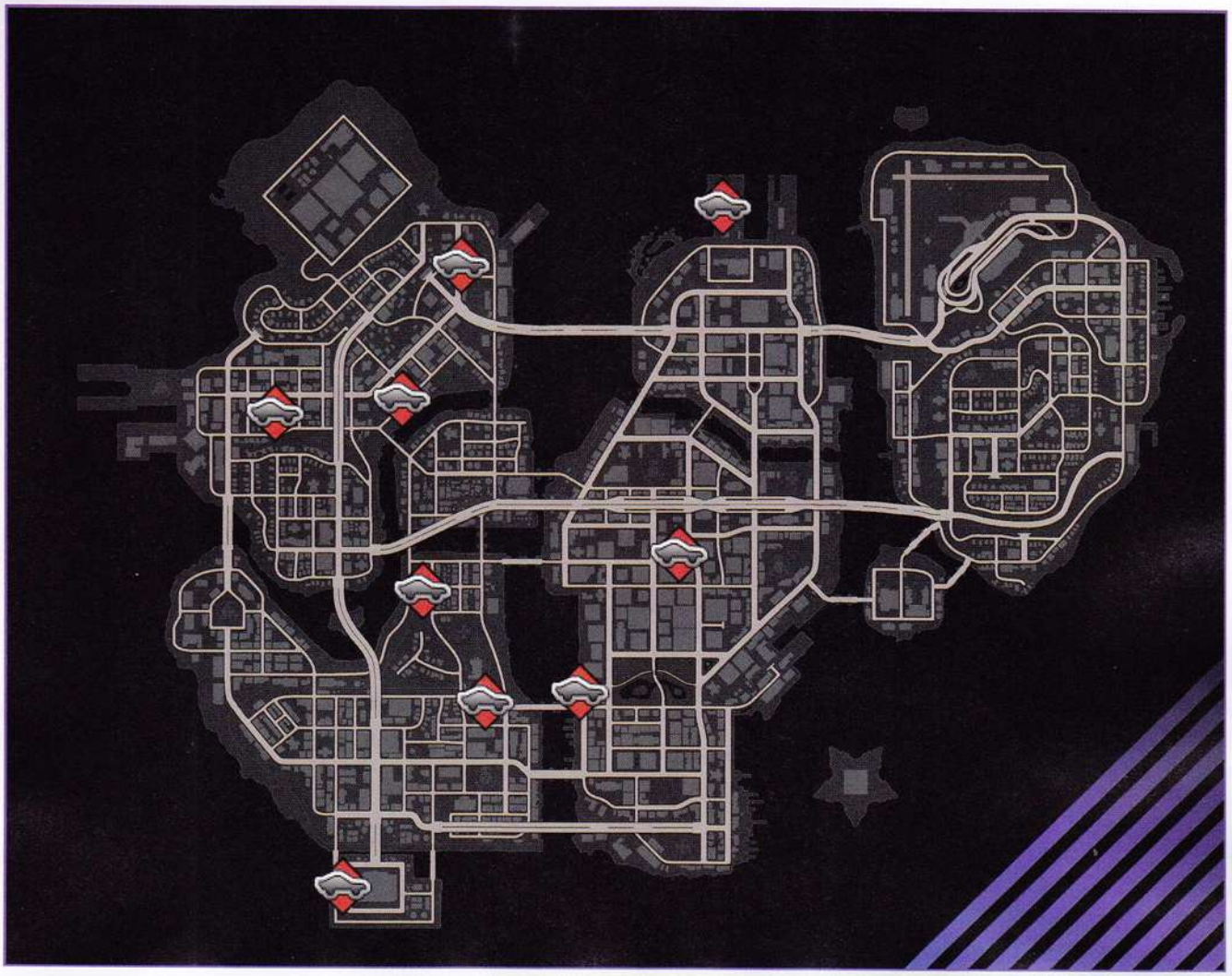
CACHE: 2,000

Kinzie, CID, and the others sometimes need you to defend a specific location while they upload a virus into the Simulation. These events are essentially survival battles, testing your ability to outlast a number of enemies. Virus Injection events can consist of a single wave of 100+ enemies or multiple waves of just a few enemies each.

What sets Virus Injection events apart is the variety of enemies you can encounter. Some Virus Injection events consist of police or Zin, while others feature costumed thugs, motorcycle gangs, or even heavily glitched civilians with giant eyes, mutated limbs, and upside-down vehicles. The many ways to tackle each Virus Injection are outlined throughout the walkthrough as they are presented in the Side Quests, but know that there is no one way to survive these battles. You are free to recruit Saints backup, call in your Homies, or even Phone for a vehicle delivery of an alien Void or Destructor tank. The only limit is your imagination.



VIRUS COLLECTION



INSTANCES: 9

XP: 300

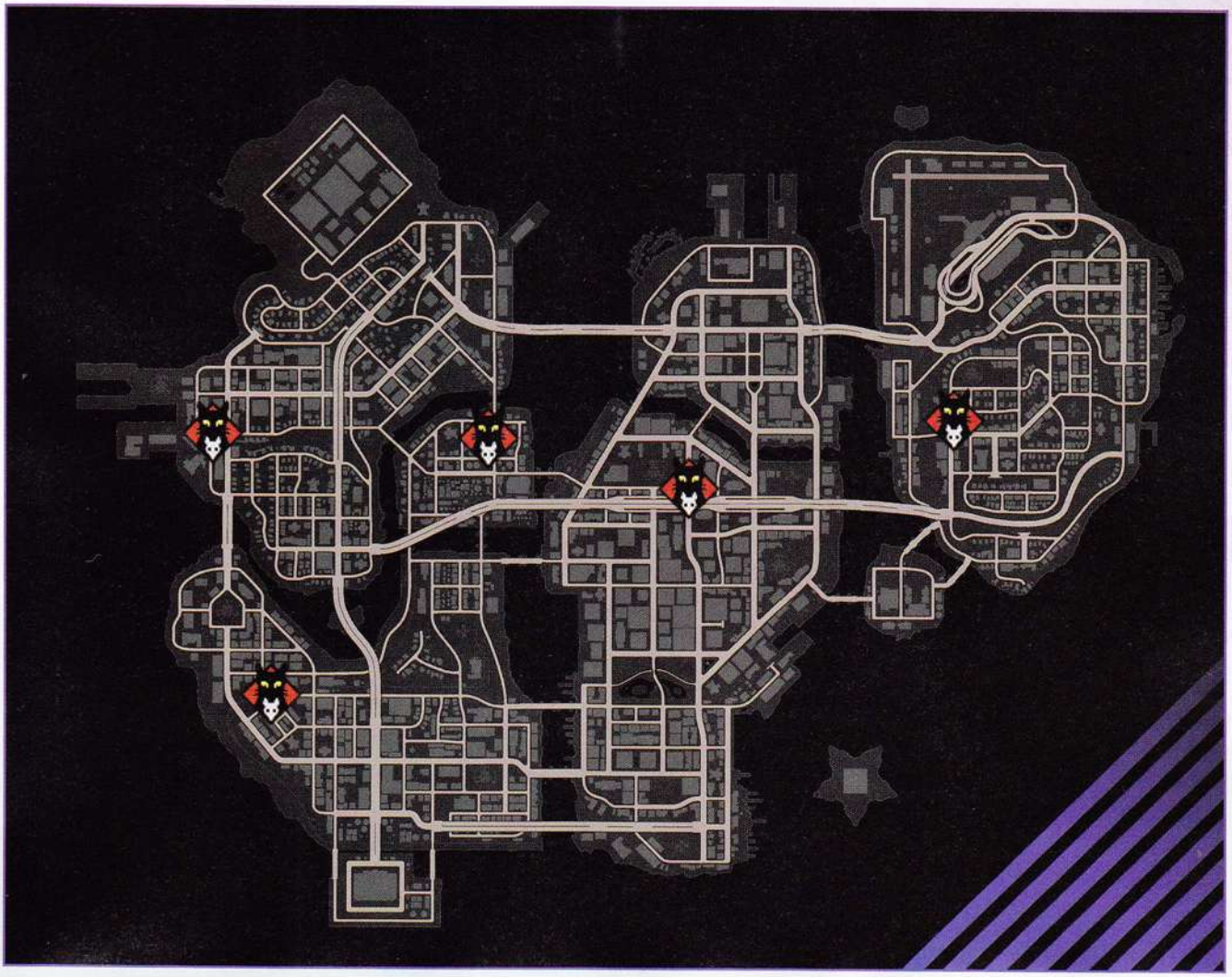
CACHE: 2,000

Virus Collection (AKA "Chop Shop") events require you to steal a target vehicle and deliver it to the designated area. Many of the target vehicles sit parked in a far off location and are seldom guarded by more than a handful of Zin or police. Approach the guards, hit them with a Blast or Stomp attack, and hijack the vehicle. Once inside the vehicle, all you need to do is follow the GPS and deliver it to the destination without suffering too much damage at the hands of the Zin or police sent to stop you. You are docked XP and Cache for any damage you do to the vehicle, so be sure to drive carefully.

Some of the later Virus Collection events feature multiple vehicles on the move. You are free to go after any of the vehicles, but know that they cannot be carjacked as you would any other vehicle. You'll need to get out in front of the vehicle and shoot the driver to bring it to a stop. The best way to do this is to use another vehicle and block the target vehicle so it can't escape. Specific tactics for each Virus Collection target are provided in the walkthrough section for the corresponding Side Quest.



CAT AND MOUSE (CO-OP)



INSTANCES: 5

XP: N/A

CACHE: N/A

Cat and Mouse gives you and a friend a chance to take turns playing the hunter and the hunted. Each Cat and Mouse event features one of several pairs of vehicles, a faster, nimbler vehicle for the "mouse" and a slower, but more powerful "cat" vehicle. The person playing as the mouse is tasked with staying alive for as long as possible and will earn 10 points per second plus an additional 250 points for each checkpoint reached during the 2:30 time allotment. The mouse's vehicle, whether it be a motorcycle, golf cart, or even a flying broom, is incredibly fragile. You must drive carefully to avoid the cat, as well as any oncoming traffic or obstacles[md]be very careful when using your nitrous! Follow the GPS and race from checkpoint to checkpoint to score as many points as you can before either time runs out or your vehicle is destroyed.

The player charged with being the cat has one thing to do: destroy the mouse! Each round's cat is provided with a vehicle of immense power, but much slower and/or more cumbersome to drive. Cat vehicles range from an alien Void to a monster truck to a helicopter or tank. Use the mini map in conjunction with the icon on the screen to track down the mouse and either use your vehicle's weapons or slam into the opposing player. Do everything you can to interfere with the mouse's progress and keep your prey from reaching additional checkpoints.



The five Cat and Mouse locations on the map all serve the same function. Each game of Cat and Mouse consists of two rounds with a randomly chosen pair of vehicles. Each player gets one turn in each of the identical vehicles. This is purely for fun, so head to the neighborhood you want to drive around in and take turns hunting down one another.

DEATH TAG (CO-OP)



INSTANCES: 5

XP: N/A

CACHE: N/A

Death Tag pits you and a friend in a one-on-one battle to the death. You're each provided with an identical but random assortment of weapons and powers for each round. Sometimes you'll be limited to only Fire Blast and Fire Buff powers while other times you may have one element of each power, but only have a baseball bat for a weapon. Check your loadout as soon as the battle begins so you know exactly what you're working with[md]and what you're up against.

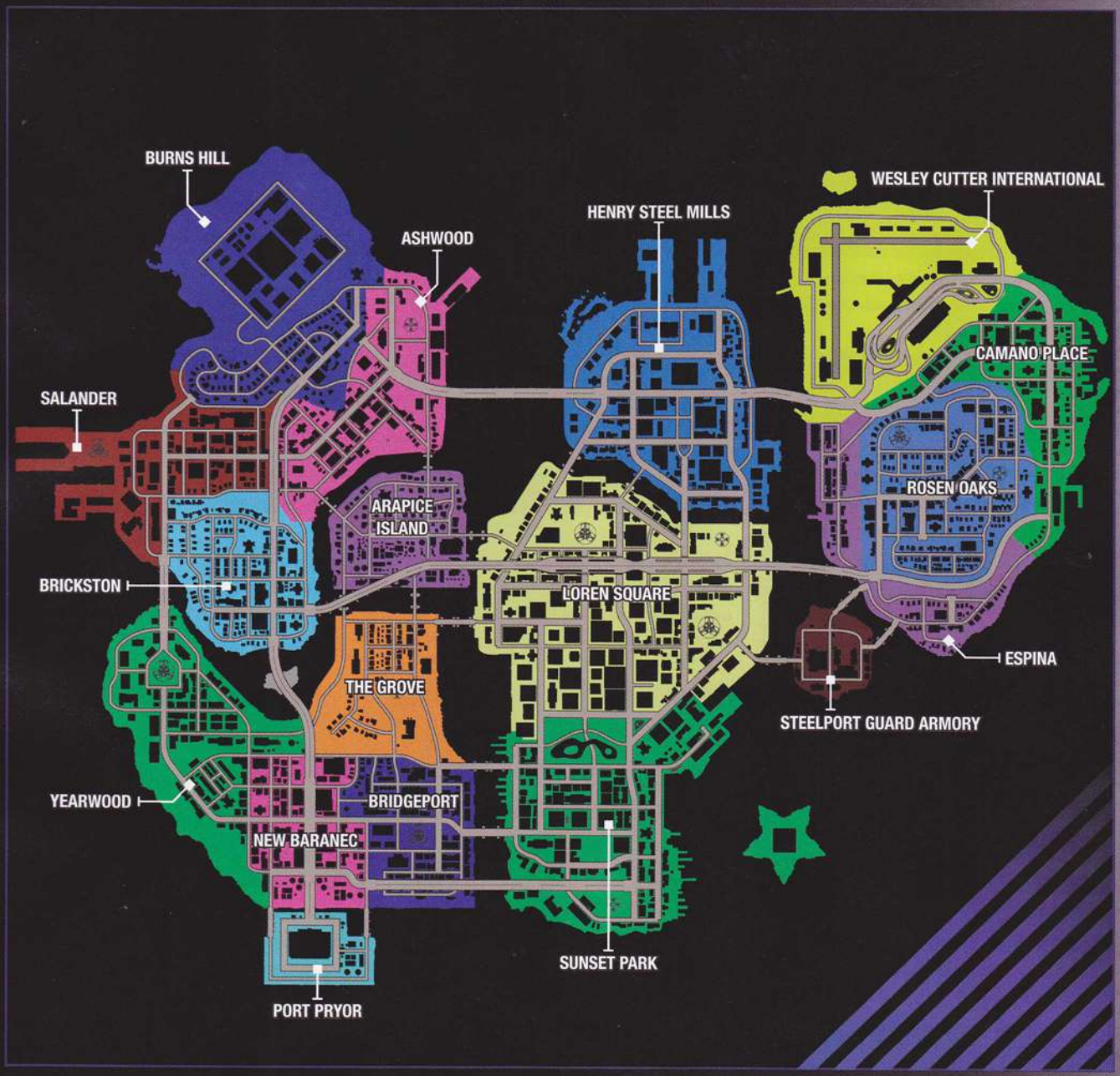
Both players benefit from significantly increased health regeneration during Death Tag battles. This makes it very important to strike fast to get the upper hand and never let up. Quickly peruse your available weaponry and powers and use any weapons or skills that can keep the opponent off balance. Freeze Blast or Freeze Buff works exceptionally well, as does the SMG with Lightning Shots. Melee attacks are especially powerful if you have the available upgrades.

Death Tag has a 5:00 time limit and each round ends when a player is defeated. The clock is stopped and weapons/powers change for the next round. Points are awarded for the amount of damage inflicted on the other player. Whoever has the most points after five minutes is crowned the winner. As with Cat and Mouse, Death Tag is purely meant for lighthearted entertainment and isn't meant to be taken seriously. The battles yield no more than bragging rights and all five locations on the map play exactly the same; the only difference is the part of the city you wish to fight in. Death Tag is the perfect diversion for players who prefer to play without Friendly Fire enabled, but occasionally want to go head to head with their friends.



VIRTUAL STEELPORT COLLECTIBLES

VIRTUAL STEELPORT



There's something to find or do on virtually every street corner, rooftop, and alley in the city. Primarily, you'll see Data Clusters. These serve as the currency you'll spend to upgrade super powers, so you'll want to pick up any that you see.

COLLECTIBLES BY TYPE

By sheer number, there are far more Data Clusters than other collectibles. Several collectibles also reveal significant backstory for both the Saints and the Zin.



Data Clusters: Hundreds of single Data Clusters are strewn all over the Simulation. Make contact with a Data Cluster to collect it.



Triple Data Clusters: Data Clusters packed in trios are rare and valuable. You can also collect these simply through contact. Most of these are located atop Radio Towers.



Blast Clusters: Some trios of Data Clusters are embedded in vertical surfaces and can only be dislodged with the Blast super power.

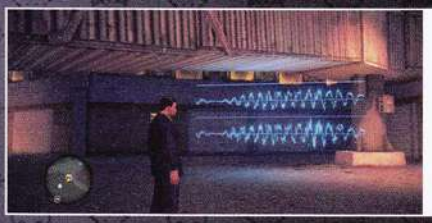


TK Clusters: Some Data Clusters are shackled in transparent cages. Smash the cages with Telekinesis to get the Data Cluster trios within.



Stomp Clusters: Some Data Clusters are embedded in horizontal surfaces and can only be dislodged with the Stomp super power. Stomping right above or near the shimmering surface will pop the triple Data Cluster out of the ground, ready to be collected.

Audio Logs play an illuminating audio clip, spoken by the featured character. You can revisit these clips on the ship at the computer console in the lounge in the lower deck. You can also use this computer console to access any Text Adventures you've collected. Text Adventures are rare, ancient trinkets tucked away inconspicuously throughout virtual Steelport. These games-within-games reveal much about the Zin empire and Zinyak, its leader.



Audio Logs: There are three Audio Logs each for important characters in Third Street Saints history, and both Saints members and enemies are featured. The Audio Logs for a particular character won't show up for collection until you've encountered that character in ***Saints Row IV***, so you can't collect them all right away. Snag all 39 Audio Logs, and you'll double-dip by completing both a Challenge and an Achievement (or Trophy).



Text Adventures: Unlike Data Clusters or Audio Logs, Text Adventures don't tend to be easy to spot from far away. Collect all eight Text Adventures and then play through each of them to complete a Challenge.



You can also commit acts of anti-alien vandalism as a different kind of collectible. There are 36 grotesque statues of Zinyak in virtual Steelport, which each can (and should) be destroyed.



Zinyak Statues: Blast all of these statues to bits to complete a Challenge. The enormous Zinyak Statue to the southeast cannot be demolished, sadly.





COLLECTIBLE FINDER

Complete Matt Miller's Quest "The Pledge" to unlock the Collectible Finder upgrade, which allows you to view hidden trinkets on your in-game map.

COLLECTIBLES BY NEIGHBORHOOD

BURNS HILL



The neighborhood where you'll begin your journey contains the Nuke Plant. You can unlock a tricky Achievement by jumping all the way from the Nuke Plant here to the Three-Count Casino in Port Pryor to the far south.

BURNS HILL AUDIO LOGS



Audio Log 1 (Keith)

BURNS HILL TEXT ADVENTURES



Text Adventure 1

BURNS HILL ZINYAK STATUES



Zinyak Statue 1



Zinyak Statue 2



Zinyak Statue 3



Zinyak Statue 4

ASHWOOD



Ashwood's Radio Tower is covered with 22 Data Clusters and two Triple Clusters, all for the taking. This neighborhood contains the unique and optimistically named Nobody Loves Me clothing boutique. This store's inventory is listed toward the end of this chapter.

ASHWOOD AUDIO LOGS



Audio Log 2 (Keith)



Audio Log 3 (Keith)

ASHWOOD TEXT ADVENTURES



Text Adventure 2



Text Adventure 3

SALANDER



The city's biggest clothing chain is the detestable but oh-so-fashionable Planet Zin, home of all things chic and Zinful. There are five Planet Zin locations throughout VR Steelport. Note that every Planet Zin location has a breakable Zinyak Statue both directly above the entrance outside and tucked away by the dressing rooms inside in the back. When you're done shopping, be sure to break a few things on the way out.

SALANDER AUDIO LOGS



Audio Log 4 (Matt)

SALANDER ZINYAK STATUES



Zinyak Statue 5



Zinyak Statue 6



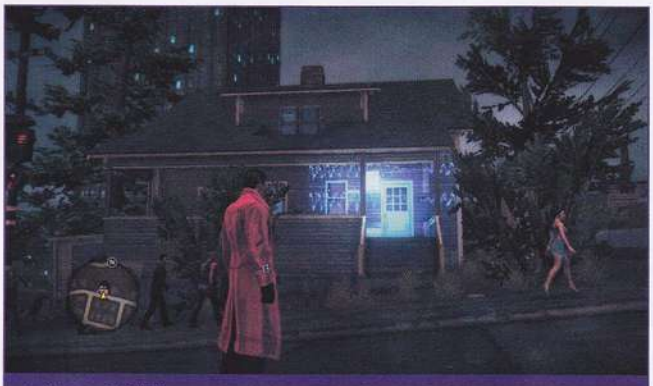
Zinyak Statue 7

BRICKSTON



This place has a Friendly Fire for your rearming needs, a Rim Jobs for your body work and engine upgrades, and a lot of Data Clusters to scoop up.

BRICKSTON AUDIO LOGS



Audio Log 5 (Matt)



Audio Log 6 (Matt)

ARAPICE ISLAND



Arapice Island contains a Rim Jobs mechanic shop, and there are many collectibles strewn about.

ARAPICE ISLAND AUDIO LOGS



Audio Log 7 (Asha)



Audio Log 8 (Asha)

ARAPICE ISLAND ZINYAK STATUES



Zinyak Statue 8

THE GROVE



The Grove contains another Radio Tower, again brimming with pickups. This Radio Tower is covered with 20 Data Clusters and two Triple Clusters.

THE GROVE AUDIO LOGS



Audio Log 9 (Asha)

YEARWOOD



Yearwood is a big neighborhood that contains a Planet Zin outlet, a Rim Jobs auto place, and lots of stuff to pick up.

YEARWOOD ZINYAK STATUES



Zinyak Statue 9



Zinyak Statue 10

YEARWOOD AUDIO LOGS



Audio Log 10 (Maero)



Audio Log 11 (Maero)



Audio Log 12 (Maero)



Audio Log 13 (Maero)



Audio Log 14 (Shaundi)

NEW BARANEC



You can find the Let's Pretend costume store here, which sells unique threads you won't find elsewhere. A Rusty's Needle location is here, too, for further refining your look; nothing goes with a hot dog costume like a full back dragon tattoo.

NEW BARANEC ZINYAK STATUES



Zinyak Statue 11

BRIDGEPORT



The Friendly Fire in Bridgeport will help keep you armed to the teeth, while the Image As Designed plastic surgery clinic keeps you looking right all the way down to the skeleton.

BRIDGEPORT AUDIO LOGS



Audio Log 15

BRIDGEPORT ZINYAK STATUES



Zinyak Statue 12

PORT PRYOR



Port Pryor is the home of the Three-Count Casino. Making it from the rooftop of this gaming parlor all the way to the roof of the Nuke Plant to the north *without landing on the ground or a rooftop* is the goal of a tricky Achievement. Wall Running and Wall Jumping is A-OK, though, and that's the key to completing this Achievement.

PORT PRYOR TEXT ADVENTURES



Text Adventure 4

PORT PRYOR ZINYAK STATUES



Zinyak Statue 13

HENRY STEEL MILLS



Data Clusters
Blast Clusters
TK Clusters
Stomp Clusters
Triple Clusters
Shaundi Audio Log
Tanya Audio Log
Friendly Fire
Image as Designed
Rim Jobs
Rusty's Needle
Zinyak Statue

One of the city's largest neighborhoods contains every kind of commercial outlet except a clothing retailer.

HENRY STEEL MILLS AUDIO LOGS



Audio Log 16 (Tanya)



Audio Log 17 (Tanya)



Audio Log 18 (Shaundi)



Audio Log 19 (Tanya)

HENRY STEEL MILLS ZINYAK STATUES



Zinyak Statue 14

LOREN SQUARE



- Data Clusters
- Blast Clusters
- TK Clusters
- Stomp Clusters
- Triple Clusters
- Ben Audio Log
- Cyrus Audio Log
- Pierce Audio Log
- Shaundi Audio Log
- Friendly Fire
- Image as Designed
- Planet Zin
- Text Adventures
- Zinyak Statue

The city's central neighborhood, Loren Square contains lots of bustle and tons of stuff. The Radio Tower here is a treasure trove—two Triple Clusters, 24 Data Clusters, and an unoccupied alien Void parked right at the top.



One of the most important digital hubs for the Saints's insurrection is The Broken Shillelagh, a club in Loren Square.

LOREN SQUARE AUDIO LOGS



Audio Log 20



Audio Log 21 (Ben)



Audio Log 22 (Shaundi)



Audio Log 23 (Cyrus)



Audio Log 24 (Shundi)



Audio Log 25 (Ben)



Audio Log 26 (Pierce0

LOREN SQUARE (CONTINUED)

LOREN SQUARE TEXT ADVENTURES



Text Adventure 5

LOREN SQUARE ZINYAK STATUES



Zinyak Statue 15



Zinyak Statue 20



Zinyak Statue 21



Zinyak Statue 16



Zinyak Statue 17



Zinyak Statue 22



Zinyak Statue 18



Zinyak Statue 19



Zinyak Statue 23

SUNSET PARK



- Data Clusters
- Blast Clusters
- TK Clusters
- Stomp Clusters
- Triple Clusters
- Kinzie Audio Log
- Pierce Audio Log
- Planet Zin
- Rim Jobs
- Rusty's Needle
- Zinyak Statue

Sunset Park also contains a Radio Tower, which has 20 Data Clusters up along its vertical expanse and two Triple Clusters up top. Just offshore, you'll find a cruel reworking of Liberty Island in Zinyak's image. This gigantic statue doesn't count as one of those you want to break, unfortunately.

SUNSET PARK AUDIO LOGS



Audio Log 27 (Pierce)



Audio Log 28 (Pierce)



Audio Log 29 (Kinzie)



Audio Log 30 (Kinzie)

SUNSET PARK ZINYAK STATUES



Zinyak Statue 24

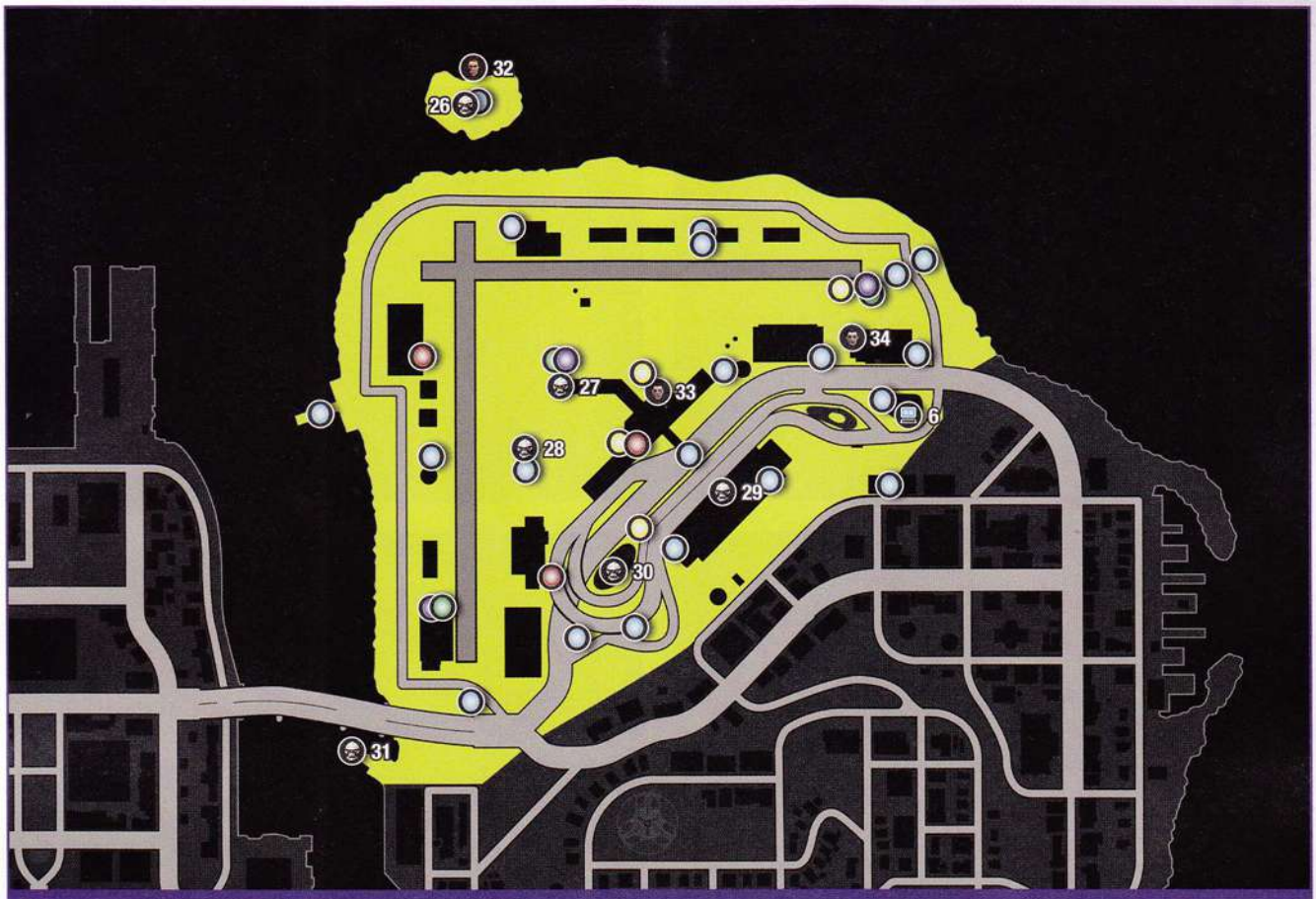


Zinyak Statue 25



Audio Log 31 (Kinzie)

WESLEY CUTTER INTERNATIONAL



Digital Steelport's air travel hub. To where do you suppose these planes fly? To what other city do they go? No matter: if you want a plane for your own use, this is where you'll want to look.

WESLEY CUTTER INTERNATIONAL AUDIO LOGS



Audio Log 32 (Gat)



Audio Log 33 (Gat)



Audio Log 34 (Gat)

WESLEY CUTTER INTERNATIONAL TEXT ADVENTURES



Text Adventure 6

WESLEY CUTTER INTERNATIONAL (CONTINUED)

WESLEY CUTTER INTERNATIONAL ZINYAK STATUES



Zinyak Statue 26



Zinyak Statue 27



Zinyak Statue 28



Zinyak Statue 29



Zinyak Statue 30



Zinyak Statue 31

CAMANO PLACE



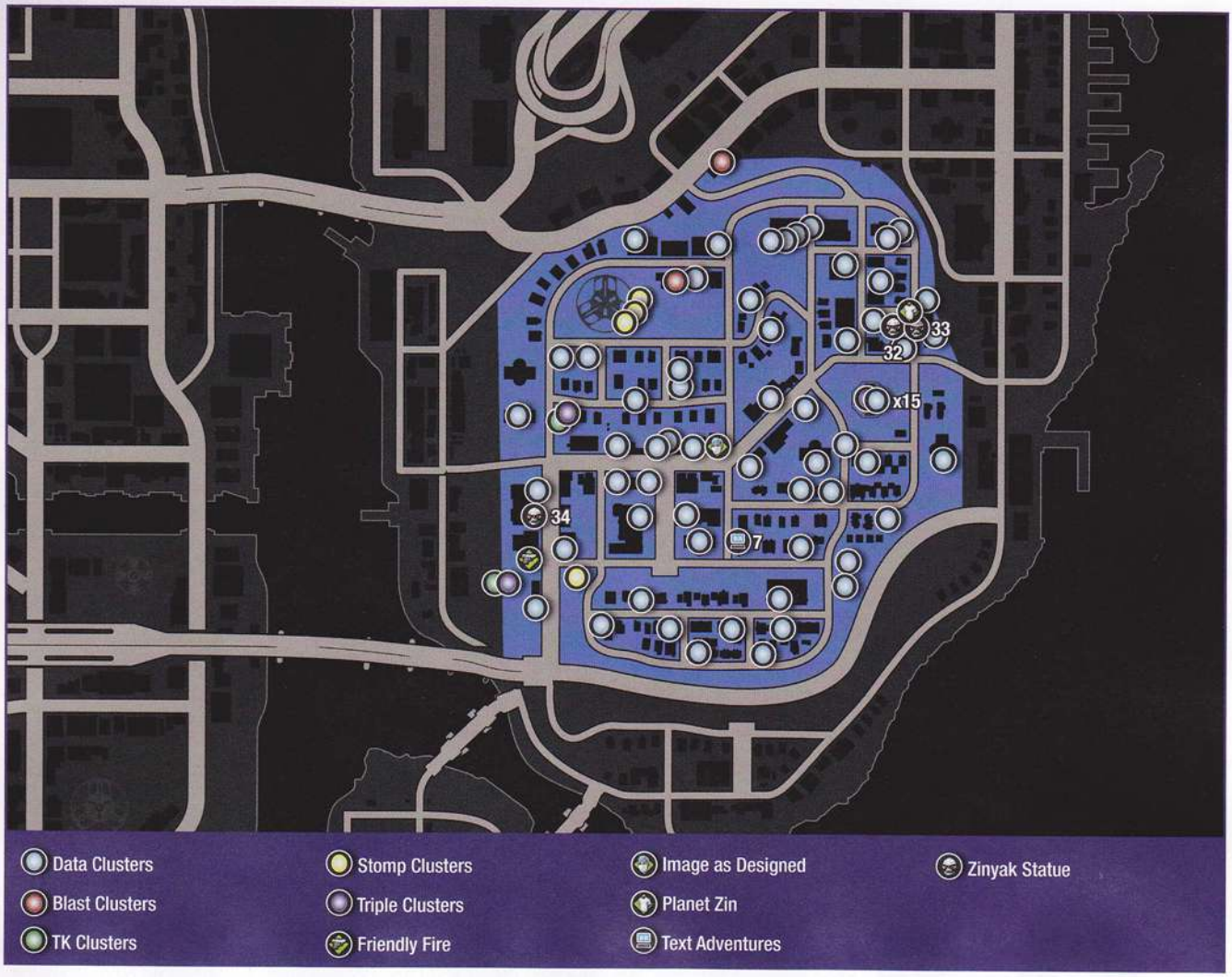
This neighborhood most notably features a good selection of stores, including the Leather and Lace clothing store, which has no other locations in the city.

CAMANO PLACE AUDIO LOGS



Audio Log 35 (Julius)

ROSEN OAKS



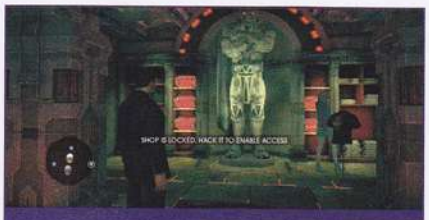
Rosen Oaks houses a Planet Zin, a Friendly Fire, an Image as Designed, and the city's fifth Radio Tower. The usual drill: two Triple Clusters at the tippy-top, and 20 Data Clusters on the way up.

ROSEN OAKS TEXT ADVENTURES



Text Adventure 7

ROSEN OAKS ZINYAK STATUES



Zinyak Statue 32



Zinyak Statue 33



Zinyak Statue 34

ESPINA



Apart from collectibles, Espina also contains a Rusty's Needle location, if you feel like getting some ink.

ESPINA AUDIO LOGS



Audio Log 36 (Julius)



Audio Log 37 (Julius)

ESPINA TEXT ADVENTURES



Text Adventure 8

ESPINA ZINYAK STATUES

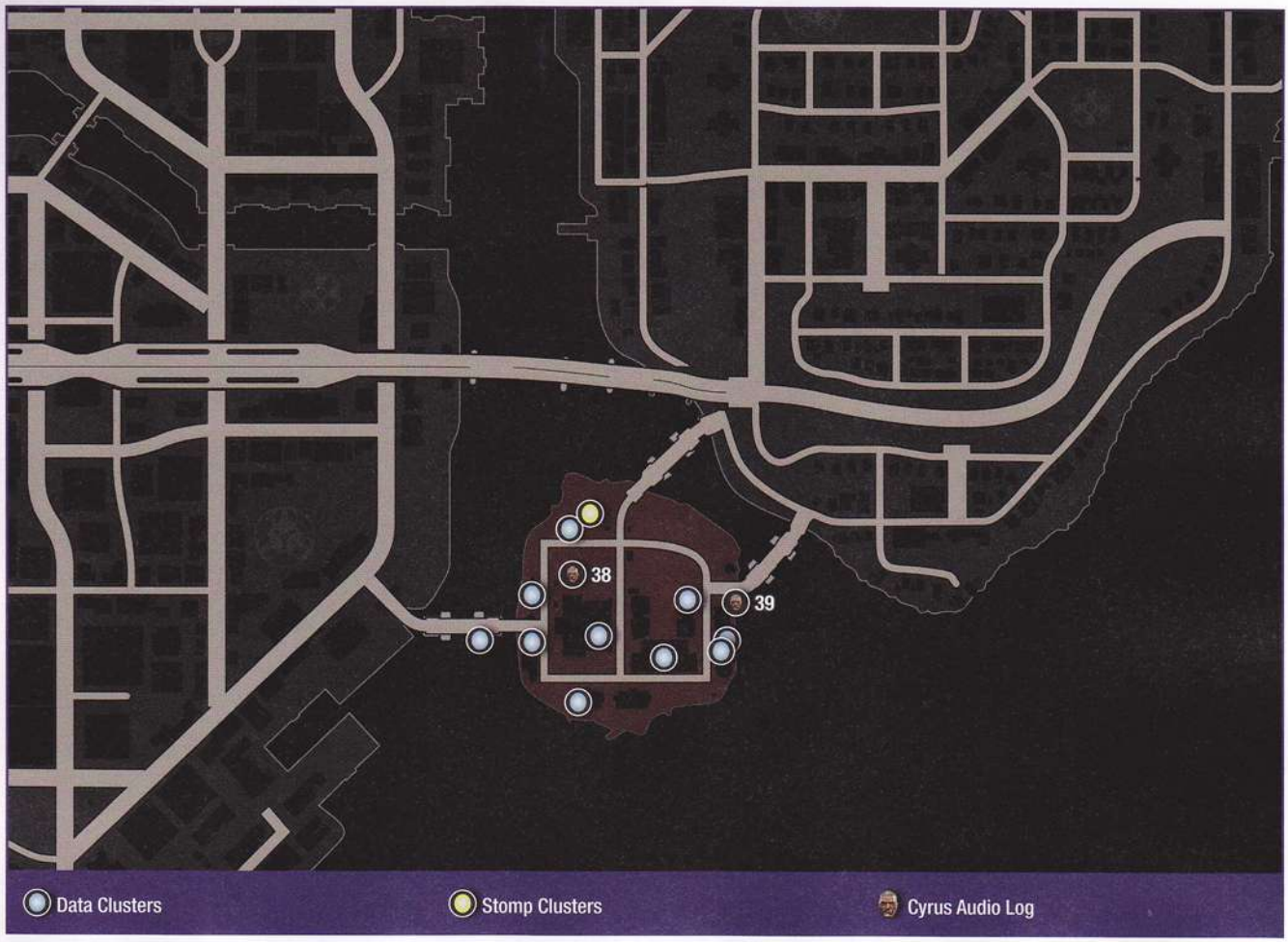


Zinyak Statue 35



Zinyak Statue 36

STEELPORT GUARD ARMORY



The Armory is a restricted area, and it'll say so right on the screen should you pass over this island. You might get away without setting off alarms if you're just moving around here. However, attack any of the dozens of guardsmen milling about or take off in one of the (tempting, delightful) attack helicopters stored here, and you'll set off a four-alarm Notoriety hell.

STEELPORT GUARD ARMORY AUDIO LOGS



Audio Log 38 (Cyrus)



Audio Log 39 (Cyrus)

ALL YOUR SHOPPING NEEDS

Rim Jobs mechanic locations and Friendly Fire outlets all stock the same inventory. Clothing stores in the Simulation are more varied, however. There are five Planet Zin locations, but there's also room for three other clothing stores, each with its own inventory. Of course, you'll find Image as Designed clinics if you want a more fundamental aesthetic change, or even voice and gender alterations. In addition to the wardrobe listed here, you'll earn special outfits by completing various Quests and Challenges.

PLANET ZIN

Found in Salander, Yearwood, Loren Square, Sunset Park, and Rosen Oaks.

HEAD, HATS

NAME	XP	CACHE
Bro Hat	1	10
Bucket Hat	3	35
Cadet Cap	3	30
Detective Hat	3	35
Gat Bobble Head	15	150
Gold Cap	4	40
Hachimaki	8	20
Hipster Trucker Hat	2	20
Kabana Hat	3	35
Lil Slugger Cap	1	10
Metro Fedora	3	30
Poet Hat	4	40
South Beach Fedora	5	30
Steelport Street Cap	1	10
Steelport Stunners Cap	1	15
Thug Hat	1	10
Towel Crown	4	20
Wild West Hat	7	80

HEAD, EYEWEAR

NAME	XP	CACHE
Bug Eyes	3	30
Can't Touch This Glasses	2	20
Cardinal Glasses	0	0
Cat Eyes	2	20
Fugly Shades	2	20
Gat Style Shades	2	20
Hater Blackers	2	25
Hipster Glasses	2	20
Hipster Shades	2	20
Kabana Sunglasses	3	30
Presidential Shades	3	30
Runway Aviators	5	50
South Beach Aviators	4	45
Spa Day	2	20
Stunna Shades	1	10
Vintage Style	2	20

UPPER BODY, UPPER BODY

NAME	XP	CACHE
3rd Street Sweatshirt	7	70
Belted Leather Jacket	10	105
Bomber Jacket	7	75
Business Blazer	3	30
Business Casual	3	30
Cap Sleeve Top	7	70
Casual Leather Jacket	11	110
Catwalk Scarf	5	50
Dinner in Paris	10	100
Draped Turtleneck	8	80
Dressed to Impress	9	95
Fitted V-Neck	8	80
Hills Casual T	3	30
Hills Jacket with T Shirt	6	60
Hills Turtleneck	3	30
Joe Cola Tee	5	50
Kabana Polo Shirt	4	40
Lacy Camisole	5	50
Male Model Shirt	3	30
Marshmallow Vest	2	25
Modern Coat Jacket with Tie	7	250
Modern Male Sweater	4	40
Music Junkie	7	75
Neighbor Cardigan	5	50
Nightclub Shirt	3	30
Old Steel Tee	5	50
Puffer Jacket	9	90
Puffer Vest	7	70
Saints Hoodie Down	3	30
Saints Hoodie Up	0	20
Saints Jersey	7	75
South Beach Shirt	3	35
Special Investigator	7	120
Stilwater Sweatshirt	7	70
Sweater Vest and Shirt	5	50
Tank Top	1	10
Track Top Combo	5	50
Trifle Turtleneck	7	90
Ultor Corp Tee	5	50
Urban Safari Collared Shirt	2	20
Urban Safari Lo Cut	5	120
Urban Safari Tank Top	5	50
Urban Safari Turtle Neck	6	60
Vintage Sweater Vest	10	100
Women's Zip-Up Jacket	8	80
Women's Stylish Jacket	15	150

UPPER BODY, BRA

NAME	XP	CACHE
Saint of Saints Bra	1	15
Street Comfort Bra	3	30

UPPER BODY, NECKLACE

NAME	XP	CACHE
Choker Chain	2	20
Classy Necklace	3	30
Fleur Chain	2	25
Light Chain	3	20
Promise Necklace	3	30
Saints Fleur Chain	2	25

UPPER BODY, BACKPACK

NAME	XP	CACHE
Anime Kitty	5	30

LOWER BODY, LOWER BODY

NAME	XP	CACHE
21st Century Jeans	2	20
Baggy Shorts	6	60
Basic Denim	10	100
Board Shorts	4	40
Business Casual Pants	5	50
Cargo Shorts	4	40
Casual Cargos	5	50
Casual Skirt	23	230
Dark Skinnies	5	50
Euro Punk Pants	7	75
European Model Pants	6	60
Free Throw Shorts	4	40
Gym Pants	3	30
Hills Pants	5	50
Jeans	10	100
Kabana Shorts	2	25

LOWER BODY, LOWER BODY CONT.

NAME	XP	CACHE
Messy Slacks	6	60
Phys-Ed Pants	3	30
Preppy Slacks	4	40
Presidential Slacks	15	150
Riding Pants	8	80
Sausage Casing	4	40
Snazzy Pants	5	50
Straight Leg Classics	10	100
Tight Shorts	5	50
Urban Safari Shorts	7	75
Vintage Slacks	8	80

LOWER BODY, SHOES

NAME	XP	CACHE
80's Sk8r	6	60
Bad Girl Boots	4	40
Casual Walker	9	90
Combat Chic Boots	8	80
Dad Shoes	2	20
Dress Shoes	2	25
Flower Power Sandals	2	20
Fuzzy Slippers	2	20
Hi-Tops	7	70
Indie Kicks	4	40
Jumps	4	40
Kabana Sandals	2	25
Kicks	4	40
Knit Cuff Boots	8	80
Koala Kiks	3	30
Lazy Day Shoes	4	40
Male Model Shoes	8	80
Miami Shoes	4	40
Not So Innocent Bootie	4	40
Old Man Moccasins	5	50
Party Heels	4	40
Peep Toe Heels	6	60
Pole Dancer Heels	3	30
Presidential Shoes	10	100
Saints Streetwalks	6	60
Sky High Heels	7	70
Sock Hop Shoes	4	40
Street Gliders	4	40
Ultras	3	30
Urban Loafers	4	40
Urban Safari Platforms	4	40
Valley Girl Heels	4	40
Vintage Wingtips	5	50
Work Zone Boots	6	60

LOWER BODY, UNDERWEAR

NAME	XP	CACHE
Barely There Saints G String	2	20
Fleur De Lis Logos	2	15
Logo Boxers	1	15
Saints Briefs	2	20
Saints Gone Wild G String	2	20
Scandalous Saints Thong	2	20
Shaundi Panties	1	10

PIERCINGS, PIERCINGS

NAME	XP	CACHE
Diamond Studs	10	100
Diva Hoops	4	40
Fleur De Saints Earrings	2	20
Gem Earrings	12	120
Girl's Best Friend Left	5	50
Girl's Best Friend Right	5	50
Jersey Girl Hoops	2	20
Petite Hoops	10	100
Planet Saints Hoops	1	15
Primp and Proper	12	120
Vampire Repellant Earrings	1	15

WRISTS, LEFT WRIST

NAME	XP	CACHE
Beep Boop Bracelet	1	10
Classic Stripe Bracelet	2	20
Kabana Watch	7	70
Saints Luxury Watch	4	40
Sweatband	1	10
V.I.P. Watch	5	50
Vintage Bangle	3	30

WRISTS, RIGHT WRIST

NAME	XP	CACHE
Beep Boop Bracelet	1	10
Classic Stripe Bracelet	2	20
Sweatband	1	10

WRIST, HANDS

NAME	XP	CACHE
Family Jewels	12	120
Flawless Beauty	15	150
Golddigger	8	80
Hitched	60	600
Leather Gloves	2	20
Manicured Nails	2	20
Saints Fleur Rings	4	40
Saints Style Rings	5	50

OUTFITS, OUTFITS

NAME	XP	CACHE
Workin' the Streets	15	150
Uptown Girl	17	170
Gat Mascot Outfit	12	120
Cyber Saint	10	100
South Beach	19	190
Mod Style	23	230
Black Tie Dress	16	160
Gangsta Girl	12	125
Vintage Class	22	225
Mr. President	50	500
Gentleman's Tuxedo and Top Hat	35	350
Zero Saints Thirty	200	2000
50's Lady	17	175
Street Ball	22	225
Preppy Slouch	20	200
Safari Tour Guide	0	0
Electro DJ	0	0

SUITS, SUITS

NAME	XP	CACHE
Elegant Couture	10	150
Go-Go	16	160
Johnny Gat Mascot	0	200
Madame President	50	500
Sexy Spacesuit	5	50
Spacesuit	5	50
Towel Wrap	10	100

NOBODY LOVES ME

Found in Ashwood.

HEAD, HATS

NAME	XP	CACHE
Acid House Hat	2	20
Brain Bucket	5	90
Broseph Skully Knit	2	10
Buttons	9	90
Cadet Cap	3	30
Decker Headphones	8	120
Honest Abe Hat	5	25
Luchador Specialist Mask	3	30
Pimp Hat	8	80
Reader	8	80
Skeleton Mask	2	20
Spikes	5	50
Steampunk Inventor	8	160
Strainer	5	5

HEAD, EYEWEAR

NAME	XP	CACHE
3D	5	50
Candy Kid Shades	1	10
Morningstar Specialist Eyeglasses	3	30
Network Sunglasses	2	20
Steampunk Goggles	3	30
Vintage Style	2	20
XRay	5	50
Z Style Pimp Vision	3	30

UPPER BODY, UPPER BODY

NAME	XP	CACHE
Broseph Shirt Combo	2	25
Candy Girl Tank Top	5	50
Dark Side Shirt	4	40
Denim Vest	7	75
Fitted V-Neck	8	80
Freckle B@*!%'s Tee	5	50
Friendly Fire Tee	5	50
Murder Brawl Sweatshirt	7	70
Mystery Man T	3	30
Nobody Loves Me Tee	5	50
Puffer Vest	7	70
Punker Anarchy Jacket	7	75
Rave X Kandy Konstruction	4	25
Rawk Shirt	2	25
Saint of Saints Tee	5	50
Shoot 'Em Up Tee	2	20
Showoff V-Neck	7	70
Steampunk Maiden Corset	5	90
Stratagem Combo	9	90

UPPER BODY, UPPER BODY CONT.

NAME	XP	CACHE
Stylish Steampunk	4	75
Subterfuge	8	80
Thrilling Jacket	20	200
Thug Sweatshirt	2	25
Trash T-Shirt	2	20
Voliskull Sweatshirt	7	70
Volition	20	20
Wake and Bake Hoodie	2	25
Wife Beater Tease	10	15

UPPER BODY, BRA

NAME	XP	CACHE
Broken Heart	1	15
Cover Your Nips	4	35
Lovestruck	1	15
Purple Flames	1	15
Touch My Heart	1	15
Tough Chick	4	35
True Love	1	15

UPPER BODY, NECKLACE

NAME	XP	CACHE
Disco Biscuit Beads	2	20
Mizunderstood Choker	3	30
Promise Necklace	3	30
Seductress Choker	3	30
Top Dog Choker	2	20

UPPER BODY, BACKPACK

NAME	XP	CACHE
Bad Kitty	5	50

LOWER BODY, LOWER BODY

NAME	XP	CACHE
Apoc Pants	8	80
Basic Denim	10	100
Broseph Shorts	3	30
Camo Capris	6	60
Candy Girl Skirt	2	20
Cargo Shorts	4	40
Casual Cargos	5	50
Daisy Approved Shorts	10	10
Happy Raver Pantz	4	40
Hip Skinnies	7	70
Messy Slacks	6	60
Network Cargo Pants	4	40
Parachute Pants	7	70
Shorts and Leggings	9	90

LOWER BODY, LOWER BODY CONT.

NAME	XP	CACHE
Steampunk Chic	4	40
Steampunk Fighter	5	50
Wild Child Pants	4	40

LOWER BODY, SHOES

NAME	XP	CACHE
80's Sk8r	6	60
Apoc Boots	6	60
Broseph Sneaks	3	30
Darker Side Boots	6	60
Deathcore Boots	4	40
Emo Sneaks	6	60
Gentleman's Loafers	7	70
Knit Cuff Boots	8	80
Network Combat Boots	8	80
Party Time Shag Boots	3	30
Peace Pipe Sandals	4	40
Rawk Canvas Shoes	3	30
Rebel Kid Boots	4	40
Steampunk Boots	3	30
Steampunk Victorian Boots	4	40
Vintage Wingtips	5	50
Z Style Shoes	4	40

LOWER BODY, UNDERWEAR

NAME	XP	CACHE
All My Love Thong	2	20
Be My Valentine G String	2	20
Brite and Tite Thong	2	20
Hot Pink Low Rise	2	15
Love Machine Boxer	1	15
Neon Jungle	2	15
Party Time Thong	2	20
Show You My Love G String	3	30
So Devilish Swim Bottom	2	20

PIERCINGS, EAR PIERCINGS

NAME	XP	CACHE
Bad Cop Earrings	1	15
Flower Power Earrings	1	15
Genki Girl Earrings	2	20
Life Sucks Earrings	1	10
Morningstar Earrings	3	30
Need to Bleed Earrings	2	20
Preppy Studs	1	15
Queen of Hearts Earrings	7	70
Skull Crusher Earrings	1	15
Striped Dangles	1	15
Stylish Punk Earring	1	10
Tru Love Studs	7	70
Z Style Hoops	2	20

PIERCINGS, FACE PIERCINGS

NAME	XP	CACHE
Chin Stud	2	20
Double Pierced	3	30
Eyebrow Ring Left	2	20
Eyebrow Ring Right	2	20
Left Brow Stud and Nose Stud	3	30
Nose Stud Left	2	20
Nose Stud Right	2	20
Pieced Everywhere	3	30
Punker Septum Ring	1	10
Rawk Lip Ring	1	10
Right Brow Ring and Nose Stud	3	30
Right Brow Stud and Nose Stud	3	30

WRISTS, LEFT WRIST

NAME	XP	CACHE
Anarchy Bangle	1	10
Love2Rave Beadz	1	10
Party Time Bracelets	1	10
Rawk Wristband	1	10
Vintage Bangle	3	30

WRISTS, RIGHT WRIST

NAME	XP	CACHE
Anarchist Band	1	10
Party Time Bracelets	1	10
Rave X Glowstick Bracelet	1	10
Rawk Wrist Bracelet	1	10

WRISTS, HANDS

NAME	XP	CACHE
Apoc Gloves	3	30
Arm Warmers	3	25
Buggin' Out Rings	2	20
Diamond in the Rough	2	20
Edge of Darkness Rings	2	20
Heavy Metal Rings	2	20
Morningstar Gloves	3	30
Small Heart Set	2	20
Steampunk Fingerless Gloves	3	30
Steampunk Glove	3	30
True Love Set	2	20
Z Style Bling	5	50

OUTFITS, OUTFITS

NAME	XP	CACHE
Wake and Bake	23	235
Steampunk Couture	17	170
Steampunk Fighter	17	175
Ex-Con	14	145
Slack Chic	16	165
Punk Rock Anarchist	19	195
Stratagem Medley	22	220
Shooter Suzie	25	250
The Entertainer	17	175
Vintage Class	22	225
Hipster Girl	27	275
Candy Girl	27	275
Goth Couture	12	120
Puckish Rogue	0	0

SUITS, SUITS

NAME	XP	CACHE
"Z"	10	110
Bones	8	80
Cardinal Robe	0	0
Decker Soldier	9	90
Decker Specialist	15	150
Femme Bot	20	200
Luchador Soldier	15	150
Luchador Specialist	15	150
Morningstar Soldier	9	90
Morningstar Specialist	9	90
Nyte Blayde	12	120
Rainbow Rider	25	225
Scrounge Suit	5	50
Sim Heroine	100	1000
Sim Suit	100	1000

LET'S PRETEND

Found in New Baranec.

HEAD, HATS

NAME	XP	CACHE
Angry Tiger Mask	5	75
Antenna	2	15
Aviator's Helmet	8	100
Bascinet	10	100
Big Bad Wolf	5	75
Big Bunny	5	75
Big Mane Mask	5	75
Big Pussy Mask	5	75
Block Head	8	75
Bowler Hat	3	30
Buttons	9	90
Captain's Hat	8	80
Cardinal Hat	5	50
Devil Horns	2	20
Devil Mask	3	45
Doggy Style	5	75
Donkey Mask	15	150
Eagle Mask	15	150
Elephant Mask	15	150
Fumigator 3000	10	150
Gatue of Liberty Mask	15	150
Generic Hero Mask	2	20
Gentleman's Top Hat	5	50
Hachimaki	8	20
Heavyweight Mask	4	40
High Noon Hat	4	40
Horse Mask	200	2000
Intergalactic Helmet	6	60
Killbane Mask	3	30
Lamb Mask	5	75
Mind Control Helmet	8	50
Modern Soldier Helmet	4	90
Monkey Business	5	75
Murderbrawl Mask	3	40
Nuclear Meltdown Mask	10	100
Panda Mask	5	75
Reader	8	80
Saintly Halo	5	40
Samurai Helmet	8	120
Sci-Fi Girl Helmet	5	50
Sexy Kitten Mask	5	75
Shark Bite Hat	5	50
Skeleton Mask	2	20
Spikes	5	50
Squealer	5	75
Stag Helmet	8	100

HEAD, HATS CONT.

NAME	XP	CACHE
Strainer	5	5
The Reality Climax Bobblehead	10	200
Towel Crown	4	20
VR	5	150
Warrior Princess Helmet	10	100
Werewolf Mask	5	75
Witch Hat	5	50
Young Soldier	5	30
Zombie Hockey	2	35
Zombie Mask 1	5	50
Zombie Mask 2	5	50

HEAD, EYEWEAR

NAME	XP	CACHE
3D	5	50
Cardinal Glasses	0	0
Cat Eyes	2	20
Entertainer Shades	5	50
Forged	5	50
Left Monocle	4	40
Morph	5	50
Nerdy	3	30
Right Monocle	4	40
Spa Day	2	20
Super Heroine Mask	2	20
Superhero Mask	1	15
XRay	5	50

UPPER BODY, UPPER BODY

NAME	XP	CACHE
Altar Boy Cassock	3	30
Cowgirl Style	6	60
Entertainer Shirt	4	40
Funtime! Top	5	50
Genki Splat Tee	5	50
Go Team! Sweater	4	40
Let's Pretend Tee	5	50
Saints Wings Sweatshirt	7	70
Show off Your Guns Armband	1	10
Swashbuckler	8	80
Three Count Top	5	50
Varsity Spirit Shirt	4	40
Vintage Sweater Vest	10	100
Warrior Princess Upper	18	180
Zombie Shirt	2	20

UPPER BODY, BRA

NAME	XP	CACHE
Beach Bandeau	1	15
Big Red	4	35
Glam Girl	4	35
Spider Bite	1	15
Truly Venomous	1	15

UPPER BODY, NECKLACE

NAME	XP	CACHE
Military Man	2	20

UPPER BODY, BACKPACK

NAME	XP	CACHE
Anime Kitty	5	30
Astropack	6	60
Basic Parachute	120	12
Modern Soldier Pack	4	40
Ransom Collector Rocket Pack	9	90

LOWER BODY, LOWER BODY

NAME	XP	CACHE
Board Shorts	4	40
Captain's Pants	7	75
Entertainer Pants	5	50
Girl Fight Tights	6	60
Go Team! Skirt	5	50
Gym Pants	3	30
Heavyweight Tights	5	50
Parachute Pants	7	70
Sexy Cowgirl	4	40
Vintage Slacks	8	80
Zombie Pants	0	0

LOWER BODY, SHOES

NAME	XP	CACHE
Captain's Boots	5	50
Deathmatch Boots	4	45
Entertainer Shoes	5	50
Fuzzy Slippers	2	20
Gentleman's Loafers	7	70
Go Team! Shoes	3	30
Heavyweight Boots	4	40
Rodeo Queen Boots	8	80
Slasher Boot	8	80
Sock Hop Shoes	4	40
Space Princess Boots	5	50
Steelport Hero Boots	2	20
Werewolf Feet	2	40
Young Soldier Boots	2	15

LOWER BODY, UNDERWEAR

NAME	XP	CACHE
Everyday Boxer	1	15
Funtime! G String	2	20
Time to Get Wet Swim Bottom	3	30

PIERCINGS, PIERCINGS

NAME	XP	CACHE
Aliens Exist Earrings	1	10
Black Widow Earrings	1	10
Flower Power Earrings	1	15
Genki Girl Earrings	2	20
Ladybug Earrings	1	10
Private Eye Earrings	1	10
Shark Bite Earrings	2	20

WRISTS, LEFT WRIST

NAME	XP	CACHE
Knockout Bandages	1	10
Murderbrawl Arm Gauntlet	1	10
Vintage Bangle	3	30

WRISTS, RIGHT WRIST

NAME	XP	CACHE
Knockout Bandages	1	10
Murderbrawl Arm Gauntlet	1	10

WRISTS, HANDS

NAME	XP	CACHE
Acid House Rings	2	20
Buggin' Out Rings	2	20
Captain's Gloves	4	40
Dominatrix Gloves	2	20
Murderbrawl Wraps	1	10
Murdertime Gloves	2	20
Out of This World Ring	2	20
Private Eye Ring	2	20
Shark Bite Ring	5	10
Steelport Fighter Gloves	3	30
Steelport Hero Gloves	2	20
Werewolf Gloves	2	20

OUTFITS, OUTFITS

NAME	XP	CACHE
Cardinal	25	250
Three Count Man	11	110
Three Count Woman	12	125
Intergalactic Man	35	350
Total Animal	16	160
Master of the Seas	24	240
Sexy Cowgirl	19	190
Cheer Captain	17	170
Trailblazing	22	225
Cyber Saint	10	100
Z Style	35	350
Stag Outfit	25	250
Altar Boy	7	75
Bloody Canoness	25	250
Knight	60	600
Samurai	40	400
Flesh Eating Zombie	2	25
Panda Outfit	30	300
Luchador Specialist	9	95
Morningstar Soldier	10	100
Morningstar Specialist	15	150
Decker Soldier	25	250
Slasher	10	100
The Entertainer	17	175
Flight Suit	12	120
Modern Soldier	25	250
Gentleman's Tuxedo and Top Hat	35	350
Generic Hero	20	200
Warrior Princess	40	400
50's Lady	17	175
Tactical Maiden	40	400
Steelport Hero	40	400
Funtime! Outfit	25	250
Steelport Heroine	40	400
Space Princess Outfit	30	300
Ransom Collector	0	0

SUITS, SUITS

NAME	XP	CACHE
Bloody Canoness	5	50
Blowup Doll	0	0
Bones	8	80
Burnin' for You	20	200
Cardinal Robe	0	0
Craft Miner	40	400
Decker	8	80
Desert Dweller Robe	20	200
EVA Suit	30	300
Flight Suit	25	250
Funtime! Suit	15	150
Gangsters in Space Suit	9	90
Generic Hero Suit	30	300
Hot Dog	15	150
Karate Cobra	10	100
Knight Armor	15	150
Maiden Soldier Suit	35	350
MoCap Suit	37	370
Not So Wicked Suit	10	100
Ooey Gooey	2	20
Party Animal	10	100
Rainbow Rider	25	225
Samurai Armor	15	150
Sci Fantasy	30	300
Slasher	9	90
SPD Uniform	8	80
STAG Elite	8	80
Steelport Guard Uniform	8	80
Steelport Hero Suit	30	300
Steelport Heroine Suit	25	250
Super Panda	15	150
The Next Deep Voyager	12	120
Toilet	0	0
Ultor Assassin	5	50
Violet Ninja	25	250
Warrior Princess Armor	30	300
Werewolf	15	150

LEATHER AND LACE

Found in Camano Place.

HEAD, HATS

NAME	XP	CACHE
Buttons	9	90
Gentleman's Top Hat	5	50
Safeword Special	5	30

HEAD, EYEWEAR

NAME	XP	CACHE
5.0 Glasses	3	30
Biker Shades	2	20
Creeper Glasses	2	20
Grandma Glasses	2	20
Left Monocle	4	40
Mono Glasses	5	50
Morph	5	50
Right Monocle	4	40

UPPER BODY, UPPER BODY

NAME	XP	CACHE
Apoc Shirt	12	120
Basic Tee	2	20
Bath Robe	3	50
Biker Babe Jacket	8	80
Biker Jacket	8	80
Candy Girl Tank Top	5	50
Denim Vest	7	75
Disco Fever Shirt	5	50
Gang Leather Top	15	150
Lacy Camisole	5	50
Mamba Leather Jacket	8	80
Naughty Boy Shirt	8	80
Naughty Time Bustier	8	80
Pocket Rocket Jacket	10	100
Rusty's Needle Tee	5	50
Showoff V-Neck	7	70
Super Tite Jacket	6	45
Tube Top	5	25
Tube Top with Jacket	6	60
Vixen Corset	8	80
Volition	20	20
Wife Beater Tease	10	15

UPPER BODY, BRA

NAME	XP	CACHE
Cover Your Nips	4	35
Lovestruck	1	15
Touch My Heart	1	15
Tough Chick	4	35
True Love	1	15

UPPER BODY, NECKLACE

NAME	XP	CACHE
Disco Biscuit Beads	2	20
Mizunderstood Choker	3	30
Promise Necklace	3	30
Seductress Choker	3	30
Top Dog Choker	2	20

LOWER BODY, LOWER BODY

NAME	XP	CACHE
Apoc Pants	8	80
Bondage Pants	9	90
Daisy Approved Shorts	10	10
Disco Diva Pants	3	30
Fancy Fishnets	5	50
Hip Skinnies	7	70
Jeans	10	100
Kickstand Pants	7	70
Leather Biker Pants	8	80
Pocket Rocket Pants	5	55
Riding Pants	8	80
Safeword Pants	3	30
Shorts and Leggings	9	90
Skintight Short-Shorts	2	25

LOWER BODY, SHOES

NAME	XP	CACHE
Apoc Boots	6	60
Disco Man Heels	2	20
Gang Smash Booties	2	20
Mamba Heels	9	90
Naughty Bunny Slippers	2	20
Naughty Girl Heels	2	15
Old Lady Biker Boots	5	50
Rebel Sandals	6	60
Safeword Boots	4	40
Tough Rider Boots	4	40

LOWER BODY, UNDERWEAR

NAME	XP	CACHE
All My Love Thong	2	20
Be My Valentine G String	2	20
Just Woke Up	2	20
Love Machine Boxer	1	15
Neon Jungle	2	15
Show You My Love G String	3	30
So Devilish Swim Bottom	2	20

PIERCINGS, PIERCINGS

NAME	XP	CACHE
Bad Cop Earrings	1	15
Queen of Hearts Earrings	7	70
Striped Dangles	1	15
Tru Love Studs	7	70

WRISTS, LEFT WRIST

NAME	XP	CACHE
Leather and Lace Wristband	1	10
Vintage Bangle	3	30

WRISTS, RIGHT WRIST

NAME	XP	CACHE
Leather and Lace Wristband	1	10
Wristband	1	10

WRISTS, HANDS

NAME	XP	CACHE
Apoc Gloves	3	30
Arm Warmers	3	25
Biker Gloves	2	20
Hobo Gloves	3	30
Naughty Girl Gloves	1	10
Naughty Naughty Gloves	3	30
Pocket Rocket Gloves	2	20
Small Heart Set	2	20
Thrust Gloves	3	30

OUTFITS, OUTFITS

NAME	XP	CACHE
Leather and Lace	12	120
Pleasure and Pain	14	140
Road Hog	26	260
Ladies' Man	9	95
Disco Fever	12	125
Zero to Sixty	35	350
Punk Rock Stripper	11	110
Biker Chick	14	140
Oktoberfest Girl	18	180
Dark Maiden	14	140
Speedracer	19	190
Shooter Suzie	25	250
Spa Day	0	0

SUITS, SUITS

NAME	XP	CACHE
Cat Suit	20	200
Oktoberfest Skirt	4	40
Ooey Gooey	2	20
Strapped	5	50
Towel Wrap	10	100

RUSTY'S NEEDLE

Found in Ashwood, New Baranec, Henry Steel Mills, Sunset Park, and Espina. Tattoos allow further customization of look and fashion, but you don't gain XP buying them like you do with clothing.

HEAD, HEAD TOP

NAME	CACHE
Sea's Bounty	75
Twin Serpents	55
Butterfly	55
Mass Produced	45
Clear Night Sky	60
When Saints Cry	45
Wild Cat	60
Open Wide	80
King Me	60

HEAD, NECK

NAME	CACHE
Black Swan	45
Dressed for Death	45
Spider Bite	50
Teddy Bear	50
Antwerp Special	45
Puzzled	70
Lizzy	80
Nautical Star	45
Fleur De Saints	45
Man in the Sun	75
Four Skulls	45
Call It Down	55
Concealed Weapon	90
Tribal Fleur	45

UPPER BODY, ENTIRE BACK

NAME	CACHE
Peace from Within	75
Get Your Wings	375
Flower Power	350
Demon Saint	325
3rd Street Knight	190
Fire Wyrm	375
Draco	375
Anarchy Skull	375
Tribal Skull	375
Wings	375

UPPER BODY, UPPER BACK

NAME	CACHE
Dramatis Personae	75
Two Saintly Doves	75
Pop the Cherries	65
Lick the Toad	85
Space Gangster	75
Death if Crossed	115
Skull Pile	145
Nautical Star	55
Dressed for Death	75
Breath of the Dragon	210
Keep Swimming	80
Rebirth	155

UPPER BODY, LOWER BACK

NAME	CACHE
Curved, Low	75
In Cold Steel We Trust	75
Curved, High	45
Tracked	100
Remember the Fallen	155
Sea's Bounty	85
Armored Skin	75
Rebirth	155
Saints Ascension	55
Butterfly in the Sky	80
Purity	155

UPPER BODY, ENTIRE CHEST

NAME	CACHE
Open Wide	80
Nature's Raft	115
Way of Honor	165
Lizzy	170
Ninja Wrap	320
The Brotherhood	280
The Hard Sixes	90
Caught in the Web	125
Bringer of Beauty	350
Street Saint	415
Aspiration	165
Courage	165
Forever Wild	165
Replicant	165
Benevolence	165
Dirty Rat	165

UPPER BODY, UPPER CHEST

NAME	CACHE
Time to Soar	65
Happy Rainbow	100
Seek Forgiveness	90
All-Purpose Mollusk	90
Lucky Dragon	180
Six-Shooters	175
When Saints Cry	45
Antwerp Special	60
Snake Charmer	80
Heartbroken	80
Face of Death	75
Butterfly in the Sky	90
Thief in Law	90
Zombie Genki	180
Into the Flame	65
Power	165

UPPER BODY, LOWER CHEST

NAME	CACHE
Spider Bite	45
Fleur D'Art	45
3rd Street Saints	60
Wild Cat	90
Clear Night Sky	70
Butterfly	60
Pop the Cherries	65
Purity	155
All about the Bling	65
Eye for an Eye	75
The Purple Fairy	100

ARMS, ENTIRE RIGHT ARM

NAME	CACHE
Touch of Everything	185
Tribal Band	70
Caught in the Web	70
Bringer of Beauty	250
3rd Street Knight	190
The Brotherhood	230
Bringer of Death	180
Street Saint	210
Vintage Allure	210
Protector	210

ARMS, UPPER RIGHT ARM

NAME	CACHE
Chum the Waters	80
In Your Blood	70
Love for Mom	70
The Devil You Know	95
8-Bit Gat	80
All about the Bling	75
Spirit of the Wolf	55
Mass Produced	45
Time to Soar	50
Six-Shooters	80
Remember the Fallen	90
Made in America	95
Celebrate Life	95
Mysterious Beauty	95
Mysterious in Pink	95

ARMS, LOWER RIGHT ARM

NAME	CACHE
Armed and Dangerous	45
Saints Ascension	45
Eye for an Eye	50
The Purple Fairy	75
Thief in Law	60
The Hard Sixes	60
Find a Balance	55
Tribesman	50

ARMS, RIGHT HAND

NAME	CACHE
And Let Die	45
Love Machine	45
RITE	45
Heartbroken	60
Boned	60
Four Skulls	45
Shark Attack	55
Sucker Punch	60
KO Shikaku Shuriken	45
Happo Shuriken	45
Shankaku Shuriken	45

ARMS, ENTIRE LEFT ARM

NAME	CACHE
Tribal Band	70
Ninja Wrap	280
Caught in the Web	70
Float On	200
Flower Power	250
The Brotherhood	230
Bringer of Death	180
Demon Saint	210
To the Death	200
Pinup Angel	210
Baphomet	200
Old School Sailor	200
Tits and Grits	200
A New Journey	200

ARMS, UPPER LEFT ARM

NAME	CACHE
Fall of the Ronin	180
Saints Forever	60
Snake Charmer	70
Man in the Sun	70
Spirit of the Wolf	50
Goes the Dynamite	60
Teddy Bear	55
All-Purpose Mollusk	75
Spirit of the Dragon	55
Cross to Bear	45
Remember Me	60
Cunning	70
Tribal Fleur	45
The Chief	180
Knuckle Bomb	180

ARMS, LOWER LEFT ARM

NAME	CACHE
Clipped Wing	45
Call It Down	55
Armored Skin	55
Steer the Boat	55
Concealed Weapon	60
King Me	65
Twin Serpents	45
In Cold Steel We Trust	60
Never be Controlled	55
Honor Loyalty Duty	55
Benevolence	55

ARMS, LEFT HAND

NAME	CACHE
Heartbroken	60
Boned	60
Four Skulls	45
Hate Furnace	45
Live or…	45
LEFT	45
Extra Ammo	55
KO Shikaku Shuriken	60
Happo Shuriken	60
Shankaku Shuriken	60

LEGS, ENTIRE RIGHT LEFT

NAME	CACHE
Face of Death	45
Spirit of the Dragon	45
Cross to Bear	45
Remember Me	70
Butterfly in the Sky	80
Say Your Prayers	45
Anchored Down	55
Happy Rainbow	60
Lucky Dragon	110
Tracked	60
Steer the Boat	60
Bringer of Death	180
Armed and Dangerous	55
Caught in the Web	70
The Purple Fairy	100
Cherry Bomb	80
Hidden Evil	45

LEGS, ENTIRE LEFT LEG

NAME	CACHE
Shark Attack	60
Tribesman	45
Breath of the Dragon	70
Keep Swimming	45
Sucker Punch	55
Extra Ammo	45
Seek Forgiveness	55
Fall of the Ronin	110
Saints Forever	45
Spirit of the Wolf	45
Goes the Dynamite	55
Float On	200
Find a Balance	60
Bringer of Death	180

WEAPONS

Powers might be the new hotness in the Simulation, but this is still a Saints Row game, and the Boss can still get back to his or her roots with some serious gangbanging. The alien invasion and the VR environment both pave the way for a slew of new weapons, many of which are outrageous… Well, they have to be, to compete for your affection with the awe-inspiring suite of simulated super powers that are available one shoulder button away.







Serving self-defense needs all across virtual Steelport. Like other stores, you must Hack Friendly Fire before you can engage in commerce there.

You can find weapons in Friendly Fire stores, on the corpses of fallen foes, and occasionally as rewards for Quests. You'll sometimes have temporary access to a gun or other weapon you can't regularly collect when involved in certain Quests or Mayhem Activities; these temporary versions are also amped-up over the normal versions, with normal issues like worrying about ammo or excessive overheating thrown out the window.

UPGRADES AND CUSTOMIZATION



At Friendly Fire stores, you can upgrade weapons or give them a custom finish. Different weapons have different upgrade categories (one may have clip size, whereas another has recharge speed, for example), and you can upgrade each characteristic up to five times. Each weapon also has an extra-expensive unique upgrade, which further distinguishes the weapons from each other. The only prerequisites to upgrading almost all weapons are having enough Cache on hand and (of course) having possession of the weapon in question. (The Energy Sword and the Black Hole Launcher are upgraded through Quests rather than purchase.) This gets expensive, especially for the guns with steeper upgrade costs at higher levels, but for your favorite guns, it's a no-brainer. You'll find that some guns only really shine after you acquire the unique upgrade, and these tack on a few characteristic upgrades, too. The short-term cost is insignificant weighed against having a awesome gun forever thereafter. There's also an Achievement to be had for totally maxing out at least one gun.



You'll almost certainly recognize some of the weapon skins as shout-outs to influential pieces of pop culture. Other skins are interesting or cute twists, like the Rubber Band SMG. Then, there are a few skins to kit out weapons in either Saints purple or gold plating, just for the bling of it. The fun thing to realize is that many skins aren't just for the outward appearance of the gun. The sound, muzzle flash, and tracer for the weapon are all customized to match the new skin, too. So you may find you like particular variants better than others not just for the looks but for the sound, or to have laser or rubber band rounds, and so on.

There's also an Achievement for having a weapon in every slot on the Radial Dial customized (and, incidentally, one for having separate elements assigned to all four d-pad super powers). If you happen to be in a Friendly Fire shop restocking ammo and browsing weapons, why not try out some different looks?



Step out of the car, please, sir.

AMMO MANAGEMENT

You'll do most of your ammo restocking off of dead bodies or at Friendly Fire locations. Two Challenges allow you to stash ammo back on the ship, so that you can reload reserve ammo just by visiting a Gateway hub. Complete all On-Foot Mayhem Activities with a silver medal on each for the "Gateway Ammo" upgrade, and score gold medals on all those same events for "Gateway Ammo 2."

Their other noteworthy qualities aside, weapons like the Disintegrator, Dubstep Gun, Alien RPG, and Abduct-O-Matic are valuable because they don't rely on ammo reserves. Instead, they require that you manage a charge percentage. Using these weapons depletes the percentage, and if charge is burned too low, the weapon goes dormant to recharge. You can either open up fights with these weapons, use them until they're depleted, and then swap to guns and ammo, or you can keep these in your back pocket for when your SMG, rifle, pistol, and so on run dry. It's a good idea to keep a mix of alien and human weapons so that it's not possible to *totally* run out of ammo.

HOMIES, STRAPPED



Summon available Homies from the Phone menu, and recruit pedestrians from the streets by holding up on the d-pad

You'll be able to call Homies to your side shortly into the adventure, using the Phone portion of the main HUB menu. You'll also be able to recruit temporary allies from idle citizens. Either way, each ally is another weapon by your side. Homies also help by absorbing some alien attention, which can help you flank harder targets. You can improve various characteristics of your gang by Ranking up and purchasing gang-related upgrades, and by completing Quests and adding new Homies to call, from among old friends and foes alike. The thing about this all being simulated is that not every person encountered is real, and the potential for simulated people allows dead acquaintances to rise again…

Actual full-fledged Saints members are gained as allies through main story Quests. Everyone except for Keith David can be romanced, and everyone except for CID eventually has a Loyalty Quest available. Completing the Loyalty Quest for a Homie grants them super powers, just like those possessed by the President.

By completing certain optional Quests and Challenges (including some of the Saints' Loyalty Quests), you'll gain the ability to call special Homies.

THIRD STREET SAINTS WEAPONS

NAME	PREFERRED WEAPON
Saints Backup (four unnamed members)	Various
Kinzie	Pump-Action Shotgun
Keith David	Automatic Rifle
CID	Droll Comments
Matt Miller	Quickshot Pistol
Shaundi	Heavy SMG
Fun Shaundi	Heavy SMG
Pierce	Automatic Rifle
Ben King	Heavy Pistol
Asha Odekar	Heavy SMG
An Old Friend	A Big Knife
Super Saints Backup (four unnamed members; complete 57 Challenges to unlock)	Super Powers

EXTRA ALLY WEAPONS

NAME	PREFERRED WEAPON	ACQUISITION
DJ Veteran Child	Automatic Rifle	Shaundi Loyalty Quest: "Girls Night Out"
Maero	Automatic Rifle	Pierce Loyalty Quest: "Pump Up The Volume"
Tanya	Heavy SMG	Ben Loyalty Quest: "King of the Dance"
Julius	Automatic Rifle	Old Friend Quest: "Closer to 250"
"Rowdy" Roddie Piper	His Wrestling Skills	Quest: "Girl Who Hates the 50s"
Cyrus Temple	Laser Rifle	Kinzie Loyalty Quest: "The Girl Who Beat Cyrus"
The Genki Girls	Various	Get silver medals in all Super-Powered Fight Club Activities

UNARMED

With no weapon equipped, the POTUS is still a formidable fighter. The superhuman strength gained in the Simulation sure doesn't hurt. To switch back to bare fists when weapons are in hand, bring up the Radial Dial by holding B/◉, then select the fist. You can execute an unarmed 1-2-3 combo by repeatedly pressing RT/R2. You'll have some of the pugilistic options of unarmed available even with a weapon equipped. If you Sprint toward an enemy and press in the right stick, you'll perform a Super Beatdown, whether you're carrying a gun or not. And you can still throw kicks and haymakers when weapons are equipped if you press in the right stick, which can be useful for shattering frozen targets or super-kicking cars to complete an easy Challenge.





UNARMED UPGRADES

Increase unarmed strength through Combat Upgrades, available at Ranks 4, 14, and 24.

By using super powers and unarmed attacks together, you can get by without any weapons, if that's how you want to roll. Use Freeze Blast or Gravity Stomp to stun a big group of aliens at once, then Sprint between them, finishing off each with shattering punches or deadly Super Beatdowns. This can even work against some of the toughest enemies, like Wardens—freeze or stun them with one power or another, then Sprint in and bash away with punches and kicks while waiting on the cooldown timers for just-used powers.

RIOT SHIELDS

Some enemies carry riot-style shields to advance upon the POTUS with mobile cover. You can circle around the barrier these enemies hold before them and attack from the sides, or you can simply snatch away their shields with Telekinesis. Once they're de-shielded, you can take it for yourself if you like. The shield blocks incoming weapon fire, allowing you to fire back from behind relative cover. Up close, you can also perform a melee bash with the shield.



You can use the enemy's tactics against them by stealing their shields.



MELEE



You can't run out of ammo swinging a bat.

Melee weapons run the gamut of different methods to slice, bludgeon, or poke enemies to death. The Stun Gun in this category is also just about the only sign of restraint in the arsenal.



BASEBALL BAT

A long, wooden stick. Good for beating things. Enough said.

ACQUISITION: UBIQUITOUS; BUY FOR 100 CACHE AT FRIENDLY FIRE STORES

BASEBALL BAT UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	100	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Mmm, Giblets	10,000	The weapon now bashes most opponents into bloody bits.

Your everyday run-of-the-mill baseball bat can be very effective in crushing some Zin skulls. Against melee-minded enemies, mere fists may sometimes not be enough, and they may lead to you getting overwhelmed. A baseball bat allows you to swing in a wider swath, making it less likely that enemies up close can surround you. The unique upgrade for the baseball bat increases the force of the brutal swing so much that the poor saps on the receiving end of bat swings simply explode.

BASEBALL BAT CUSTOMIZATION GALLERY

HOMER

DEFAULT	ALL-AMERICAN	GENKI BAT
		
Big-League basher.	Combining two great pastimes: baseball AND violence!	Complete all three Genki Mind Over Murder Activities with gold medals to unlock the Genki Bat.

RAT STICK

DEFAULT	MEAN AND CLEAN	MOLDY OLDY
		
Not intended for children.	Brand-new and ready to do some damage.	That's just nasty.

STUN GUN

For quick incapacitation of your target.

ACQUISITION: BUY FOR 20,000 CACHE AT FRIENDLY FIRE STORES

STUN GUN UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Overheat Level	5,000	6,250	7,500	8,750	10,000
Effective Range	5,000	6,250	7,500	8,750	10,000
Rate of Fire	5,000	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
High Voltage	20,000	Powerful current now causes targets to burst into flame!

This palmable weapon is as close to pacifism as the Saints come. Pre-upgrade, it's nonlethal (unless you do something excessively sadistic like electrocute the same target over a dozen times; that upgrades the Stun Gun to "eventually lethal"). The Stun Gun dart briefly paralyzes the target, which then writhes on the ground electrified for a few seconds.

Initially, the Stun Gun's rate of fire is somewhat slow; the stock version is like a sluggish non-lethal revolver that can't hit anything outside of close range. The High Voltage upgrade is a real gamechanger—you can't call the Stun Gun nonlethal after buying the unique upgrade, since targets get both shocked *and* set aflame. There's never a good time to be on fire, but it's especially not a good time to be on fire while one is incapacitated by a Taser, too. By purchasing all the upgrades for range, rate of fire, and overheat threshold, you'll change this into a totally different gun: basically, a great mid-range pistol with infinite ammo, which is a one-hit kill if you take the High Voltage upgrade. The only tradeoffs are that it's expensive to upgrade the Stun Gun, and, upgraded or not, the Stun Gun is predictably ineffective against vehicles.

STUN GUN CUSTOMIZATION GALLERY

STUNNER

DEFAULT



Don't Tase me, bro!

SILVER STUNNER



If you're actually using this weapon, we salute you!

SAINTS STUNNER



Who knew the Saints used non-lethal weapons?

TENTACLE BAT

A disturbingly effective close-combat weapon.

ACQUISITION: KINZIE QUEST, "CUSTOMIZATION"

TENTACLE BAT UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000

UNIQUE UPGRADE	COST	DESCRIPTION
Car Crusher	35,000	The weapon can now knock back vehicles.

This lurid variant of the baseball bat sends targets sailing backward a ridiculous distance. When you want to clear a crowd of melee opponents, like zombies or hordes of mascots, there's no weapon quite like this one, which can fling them all back like they were shot from catapults.

Depending on how far your targets travel and what they smack into at the end of their temporary flight, it can just be lights out after one swing of the Tentacle Bat. The stock Tentacle Bat can knock vehicles back a moderate distance, as can any of your physical strikes thanks to superhuman strength, but the unique upgrade here allows vehicles to be swatted into the distance just like humanoids. Batter up!

TENTACLE BAT CUSTOMIZATION GALLERY

VIOLATOR

DEFAULT



Available in fine Hentai bookstores everywhere.

PURPLE TENTACLE



Feel like you could take on the world?

BLUE TENTACLE



Disturbing now comes in pastel shades.

ENERGY SWORD

A single slice deconstructs most opponents.

ACQUISITION: ASHA QUEST, "THREE-COUNT ROYALE"

This rad, sci-fi Energy Sword is unlocked only after filling some requests for Asha. The weapon works like the Disintegrator: it totally removes the stricken object or enemy from the Simulation, bit by bit. The Energy Sword swings can also destroy vehicles in just a few hits, like Disintegrator shots. However, this depends on getting good, full-on swings in, not glancing slices where only the tip hits.

The Energy Sword has no purchasable upgrades, since it's already a one-hit-kill melee weapon out of the box. Complete further Quests for Asha, and you'll unlock a Quest upgrade, which doubles the amount of health pickups dropped by enemies that die by this sword.

ENERGY SWORD CUSTOMIZATION GALLERY

LASER RAZOR

DEFAULT



A classic of the genre.

COOL BLADE



The hero's choice.

HOT BLADE



Zinyak's favorite color.

STUN GUN

For quick incapacitation of your target.

ACQUISITION: BUY FOR 20,000 CACHE AT FRIENDLY FIRE STORES

STUN GUN UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Overheat Level	5,000	6,250	7,500	8,750	10,000
Effective Range	5,000	6,250	7,500	8,750	10,000
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UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000

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Car Crusher	35,000	The weapon can now knock back vehicles.

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A single slice deconstructs most opponents.

ACQUISITION: ASHA QUEST, "THREE-COUNT ROYALE"

This rad, sci-fi Energy Sword is unlocked only after filling some requests for Asha. The weapon works like the Disintegrator: it totally removes the stricken object or enemy from the Simulation, bit by bit. The Energy Sword swings can also destroy vehicles in just a few hits, like Disintegrator shots. However, this depends on getting good, full-on swings in, not glancing slices where only the tip hits.

The Energy Sword has no purchasable upgrades, since it's already a one-hit-kill melee weapon out of the box. Complete further Quests for Asha, and you'll unlock a Quest upgrade, which doubles the amount of health pickups dropped by enemies that die by this sword.

ENERGY SWORD CUSTOMIZATION GALLERY

LASER RAZOR

DEFAULT



A classic of the genre.

COOL BLADE



The hero's choice.

HOT BLADE



Zinyak's favorite color.

PISTOL

You have to walk before you can run, and before you can use a weapon that launches a small black hole, you'll need to learn to use a regular sidearm. Pistols might be the smallest of the firearms, but they stack up just fine as long as you're fighting humanoid enemies, like cops and alien grunts. Just shoot them in the head!

It's worth noting that pistols, along with SMGs, are the only weapons small enough to use while behind the wheel.



It goes without saying that pistol effectiveness benefits tremendously from the "Dual Wield—Pistols" Combat Upgrade available at Rank 4. Two guns are twice as many guns as one gun. That's just math.



Pistols are not particularly good at destroying vehicles, but all are just fine for sniping the pilots, drivers, and turret gunners.

HEAVY PISTOL

The handgun of choice for any Saint.

ACQUISITION: UBIQUITOUS; 100 CACHE AT FRIENDLY FIRE STORES

HEAVY PISTOL UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	100	6,250	7,500	8,750	10,000
Rate of Fire	100	6,250	7,500	8,750	10,000
Clip Size	100	6,250	7,500	8,750	10,000
Recoil	100	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Explosive Ammo	20,000	Bullets now explode on impact.

This high-caliber handgun is the first weapon you'll get your virtual hands on. It's powerful, with individual rounds hitting much harder than with the Quickshot Pistol. That's the tradeoff between the two: the Heavy Pistol deals much more damage, whereas the Quickshot Pistol has a much better rate of fire. The Heavy Pistol's upgrade increases the punch advantage, as the rounds become explosive. Even body shots can be fatal with an explosive Heavy Pistol, since the targets get knocked off their feet with the force of the shots. This little hand cannon is also great for shattering frozen enemies.

HEAVY PISTOL CUSTOMIZATION GALLERY

.45 FLETCHER

DEFAULT



Classic Street Heat.

GOLD-PLATED



Put some bling bling in your bang bang.

ONYX BLACK



You'll look good in black.

CUMIA MAGNUM

DEFAULT



Bang, bang. You're dead.

WIREFRAME



Transparently lethal.

TIGER



For urban predators.

DEK-RD RAILPISTOL

DEFAULT



All you gotta do is shoot straight.

BLOODY MESS



Somebody got a little too up close and personal.

ARCTIC CAMO



Chill out.

THE CAPTAIN

DEFAULT



For when you aim to misbehave.

CHROME-PLATED



Shiny

BLUE STEEL



For cool customers.

QUICKSHOT PISTOL

What you're usually dodging when the cops show up.

ACQUISITION: UBIQUITOUS; 100 CACHE AT FRIENDLY FIRE STORES

QUICKSHOT PISTOL UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	100	6,250	7,500	8,750	10,000
Clip Size	100	6,250	7,500	8,750	10,000
Recoil	100	6,250	7,500	8,750	10,000
Reload Speed	100	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Armor Piercing Ammo	20,000	Bullets deal extra damage to armored and mechanical targets.

The Heavy Pistol wins on per-round firepower, but the Quickshot Pistol allows for much quicker firing and contains more rounds per magazine. If you're good at scoring headshot after headshot quickly, then the Heavy Pistol's power advantage is moot, and the rate of fire on the Quickshot Pistol is more appealing. The Quickshot Pistol's unique upgrade greatly increases the versatility of this little gun, as bullets do way more damage to robotic targets… the CIDs, Marauders, and Murderbots of the world. Soften robot targets with Freeze Blast or Freeze Buff first, then go in with dual upgraded Quickshot Pistols blazing, and you'll make short work of the aliens' mechanized forces.

QUICKSHOT PISTOL CUSTOMIZATION GALLERY

9MM TACTICAL

DEFAULT



The law enforcer's first choice.

DIGITAL CAMO



They'll never see you coming.

TAXI CAB



You talkin' to me?

RENEGADE PISTOL

DEFAULT



Shoot first, ask questions later.

GOLD-PLATED



The choice of all the financially successful smugglers.

ROGUE RED



Be a scoundrel, or just look like one.

RED SHIRT SPECIAL

DEFAULT



Warning: it doesn't come with a stun setting.

GALACTIC RED



Aliens never attack anyone with red on them, right?

INTERSTELLAR YELLOW



A commanding choice.

ALIEN PISTOL

A hefty punch in a small package.

ACQUISITION: KILL ALIEN GRUNTS

ALIEN PISTOL UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000
Overheat Level	7,000	8,750	10,500	12,250	14,000
Rate of Fire	7,000	8,750	10,500	12,250	14,000
Recoil	5,000	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Cool Kills	35,000	Kills with this weapon now reduce its overheat level

The Alien Pistol works differently than terrestrial sidearms. Instead of reloading with new magazines of ammo, the weapon must be allowed to cool down in between bouts of concentrated discharge. Fire too much, and the weapon overheats, preventing fire until it cools down completely. Speed up the cooldown process by holding down ⊗/■. This is how alien weapons operate, so get acclimated quickly. You might be at first underwhelmed by this seemingly weak bee-stinger, but consider its unique upgrade, "Cool Kills." Scoring a kill with this active instantly reduces heating to zero! If your headshot game is on point, you can use this pistol to score kill after kill, never having to worry about reloading or overheating.

ALIEN PISTOL CUSTOMIZATION GALLERY

Z9 HANDCANNON

DEFAULT



Four out of five xenomorphs recommend this gun.

SAINTSPURPLE



Intergalactic, Third Street-style.

GOLD-PLATED



Complete 46 Challenges to unlock this gold-plated version.

SMG

SMGs are lightweight weapons loaded with smaller calibers, like pistols, but they have a much higher firing rate. The cost for this benefit is a much reduced level of accuracy. Pistols are to precision and headshots as SMGs are to spraying and praying. Not until Rank 16 can you upgrade to "Dual Wield—SMGs," but upon upgrade, firing two strong guns like these becomes truly monstrous. And if you need to shoot while driving, an SMG is the best option you have outside of using a vehicle equipped with its own weaponry. (Should you desire such a vehicle, remember that it's within your power to have vehicles you've stored or earned delivered right to you by using the Phone menu.)



No target lasts long against strong powers and dual SMGs.

HEAVY SMG

Street version of the SMG, which trades portability for longer effective range.

ACQUISITION: UBIQUITOUS; 100 CACHE AT FRIENDLY FIRE STORES

HEAVY SMG UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	100	6,250	7,500	8,750	10,000
Clip Size	100	6,250	7,500	8,750	10,000
Accuracy	100	6,250	7,500	8,750	10,000
Reload Speed	100	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Acidic Ammo	20,000	Acid-laced bullets do additional damage over time.

This is the most accurate SMG. It still can't compete with pistols or rifles for shooting at distant targets, but at close to mid range, it's a capable weapon. The Heavy SMG has a smaller magazine than the Rapid-Fire model, so you'll have to make shots count. The unique upgrade is a caustic treat—acid-laced bullets cause stricken enemies to hiss and bubble, taking damage over time. This effect also works on vehicles, which makes it easier to destroy cars and flying vehicles with the Heavy SMG, if you don't have a more appropriate weapon.

HEAVY SMG CUSTOMIZATION GALLERY

SWAT SMG

DEFAULT



Unleash a little police brutality.

POLKA-DOT



Ah, whimsy!

CAMO



Stalk your prey ...

GANGLAND

DEFAULT



For St. Valentine's Day, or any day!

BLACK AND WHITE



Just like an old gangster movie.

DIGITAL CAMO



Old-school meets high-tech.

RUBBER BAND GUN

DEFAULT



Pyew! Pyew! Pyew!

LET'S PRETEND



Double rainbow... what does it mean?

BLOODY BAND



You'll shoot your eye out.

BG-40 (FREE WITH THIS GUIDE!)

DEFAULT



It has all the answers you will ever need.

GOLD-PLATED



Gold never goes out of style.

PRETTY PINK



As lethal as it is cute.

PAINT GUN



Pick a color, any color. What the hell, pick 'em all.

RAPID-FIRE SMG

Compact SMG that fires bullets in extremely rapid succession.

ACQUISITION: UBIQUITOUS; 100 CACHE AT FRIENDLY FIRE SHOPS

RAPID-FIRE SMG UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	100	6,250	7,500	8,750	10,000
Clip Size	100	6,250	7,500	8,750	10,000
Accuracy	100	6,250	7,500	8,750	10,000
Reload Speed	100	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Lightning Shots	20,000	Electrified bullets stun their target.

This streetsweeping SMG goes all the way, totally forsaking accuracy for sheer lead output. Early on, when you don't have better powers than Freeze Blast or better weapons than, well, this, just about the fastest way to destroy a vehicle (say, an inbound alien Assert, their equivalent of a patrol car) is to freeze it, then open up with the Rapid-Fire SMG. So, great for spraying up close, and great for destroying frozen cars, but the total lack of precision means bad for long distance… at least until you get the unique upgrade. "Lightning Shots" electrifies Rapid-Fire SMG shots, and electrified shots stun humanoids. Spray an entire Flashpoint of aliens with electric SMG rounds, and they'll all fall down, briefly paralyzed. This is nowhere more delightful than against aliens flying in on the hoverbike-like XOR vehicles, as happens when you build up a little Notoriety. Simply shoot the XOR pilot anywhere on his body with an electric round and he'll be shocked unconscious, crashing his airborne vehicle. Sure, you can headshot the pilots with other weapons and accomplish the same thing, but with electric SMG rounds, precision is not necessary.

RAPID-FIRE SMG CUSTOMIZATION GALLERY

MAGNA 10MM

DEFAULT



Spray and pray, baby.

GIRAFFE



It's wild!

GOLD-PLATED



For that Midas touch.

NAILGUN

DEFAULT



Nail 'em.

HOT ROD



Looks fast, shoots fast.

WORKMAN'S COMP



File your claim!

CYBORG PISTOL

DEFAULT



Stay out of trouble.

GOLD-PLATED



Kind of a hard to polish, though.

THIRD STREET SAINTS



Represent.

ALIEN SMG

This gun, used by aliens for zapping, can also be used for zapping aliens. Handy!

ACQUISITION: KILL ALIEN GRUNTS

ALIEN SMG UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000
Overheat Level	7,000	8,750	10,500	12,250	14,000
Recoil	7,000	8,750	10,500	12,250	14,000
Accuracy	5,000	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Too Hot To Handle	35,000	Weapon damage now scales up with overheat level.

This weapon is even more voluminous in its lead-spitting than the Rapid-Fire SMG. This means it has an overheat potential to match, and that's the trick here: sure, you don't have to reload like with the other SMGs, but fire for too long, and you'll have to cool down, which amounts to the same thing. The unique upgrade here is truly novel, as it encourages you to dance this line: the closer to overheating the weapon is, the more damage its shots inflict. There are not many ways to output more shots than to dual-wield almost-overheating Alien SMGs.

ALIEN SMG CUSTOMIZATION GALLERY

XENOBLASTER

DEFAULT



Another marvel of ZinTek.

SAINTS PURPLE



Saints 1, Zin 0.

GOLD-PLATED



Complete 46 Challenges to unlock this gold-plated version.

SHOTGUN

The shotgun category contains two bona fide terrestrial shotguns and two pieces of alien tech that follow similar principles. The Thumpgun mimics the heavy, measured nature of shotgun blasts, while adding range; the Inflato-Ray mimics the shotgun's definitive close-range dominance.





Front-loaded and heavy damage per shot features make the terrestrial shotties useful when you only have small windows to strike.



When you hear fiscal analysts and political pundits worry about inflation, this is not what they are talking about.

PUMP-ACTION SHOTGUN

The standard law enforcement shotgun. Duck if you see one coming...

ACQUISITION: UBIQUITOUS; 100 CACHE AT FRIENDLY FIRE STORES

PUMP-ACTION SHOTGUN UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	100	6,250	7,500	8,750	10,000
Rate of Fire	100	6,250	7,500	8,750	10,000
Clip Size	100	6,250	7,500	8,750	10,000
Effective Range	100	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Super Knockback	20,000	Shots now send their target flying.

This entry-level shotgun is naturally a close-range king. You'll mess up anything that tries to tangle with you in a phone booth. The shotgun's raw kick is especially useful against Wardens: knock off a Warden's shield with Blast or Stomp, then unload up close with the Pump-Action Shotgun. By the time the shotgun's out of shells, the Warden probably has its shield back up, so there's a natural place in the rhythm of the fight for you to reload. The unique upgrade does what it says, and whatever's unfortunate enough to be in the way of your shot cloud will reel as though hit by a train. (Or as if it was hit by a super-powered POTUS punch.) Either human shotgun upgraded fully deals rocket-like damage per wad of buckshot.

PUMP-ACTION SHOTGUN CUSTOMIZATION GALLERY

DEACON 12-GAUGE

DEFAULT



Police brutality, anyone?

PURPLE PLAID



Saints? Scots? Why not both?

GREEN CAMO



Classic camo look.

BLUNDERBUSS

DEFAULT



Ye Olde Boomsticke.

OL' RUSTY



Arrr, she be a fine gun!

GENTLEMAN BANDIT



Adds a classy touch to your crime sprees.

KARDAK LASERSHOT

DEFAULT



You know you want a laser shotgun.

GUNMETAL



Simple. Straightforward. Lethal.

GENKI



Murder time, fun time!

SEMI-AUTO SHOTGUN

Definitely not street-legal, but when did that stop The Saints?

ACQUISITION: KINZIE QUEST, "SIMULATED INSTRUCTION"

SEMI-AUTO SHOTGUN UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	100	6,250	7,500	8,750	10,000
Reload Speed	100	6,250	7,500	8,750	10,000
Clip Size	100	6,250	7,500	8,750	10,000
Effective Range	100	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Full Auto	20,000	Upgrades the gun to fully automatic trigger action.

You'll have to do a little legwork for Kinzie in order to snag this shotgun, but the work is worth it. The Semi-Auto Shotgun has a smaller spread and does less damage than the Pump-Action Shotgun but makes up for it with a superior magazine size, range, and fire rate. This is driven all the way home by the unique upgrade, which simply turns this into a fully automatic shotgun. As with the Pump-Action Shotgun, this weapon shines against Wardens, and it can also blast apart frozen targets and vehicles more or less instantly, with surprising reach. An excellent weapon.

SEMI-AUTO SHOTGUN CUSTOMIZATION GALLERY

TAK-10 STREETSWEEPER

DEFAULT



Street-tested, gang-approved.

DUST DEVIL



Retro cool.

THIRD STREET



Once a Saint, always a Saint.

BIG GAME

DEFAULT



It's hunting season…

BLUE CAMO



Works best when hiding in blue jungles.

HOT STUFF



Girl Power, baby!

ION BLASTER

DEFAULT



The scavenger's choice.

FORTRESS



Cry some more!

LIL' STINGER



We could make a bee pun here. But we won't.

FULL CHOKE SILENCED

DEFAULT



There are no clean getaways.

GREEN CAMO



Silent but deadly.

SPIRIT OF '76



USA! USA! USA!

THUMPGUN

Puts a hurtin' on uppity humans.

ACQUISITION: AVAILABLE AT FRIENDLY FIRE STORES FOR 35,000 CACHE

THUMPGUN UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000
Rate of Fire	7,000	8,750	10,500	12,250	14,000
Overheat Level	7,000	8,750	10,500	12,250	14,000
Recoil	5,000	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Respect My Authority	35,000	Kills with this weapon grant bonus XP.

The Thumpgun is an automatic alien weapon that fires heavy explosive slugs. The slugs are slightly slower than bullets, but with careful aim, this weapon can be effective at any range. Although expensive to upgrade, you'll get out of it in performance what you put into it in Cache, especially in the Overheat Level department. This is the first weapon you're likely to acquire that can destroy a frozen vehicle faster than SMG spray; Thumpgun slugs can make frozen cars go boom after only two or three shots! The weapon can also be a means to an end if Rank is what you're after, as the unique upgrade adds an XP bonus to the Thumpgun's kills. The Thumpgun has an ammo reserve and doesn't recharge an energy percentage over time, so although this is alien tech, you'll still need to stop by Friendly Fire for ammo sometimes.

THUMPGUN CUSTOMIZATION GALLERY

THUMPGUN

DEFAULT



Puts a hurtin' on uppity humans.

SAINTS PURPLE



Purple is the new orange.

GOLD-PLATED



Complete 46 Challenges to unlock this gold-plated version.

INFLATO-RAY

Inflates people.

ACQUISITION: PIERCE QUEST, "FUN TRUMPS ALL"

INFLATO-RAY UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Charge Capacity	5,000	6,250	7,500	8,750	10,000
Recharge Rate	5,000	6,250	7,500	8,750	10,000

The Inflato-Ray fires a mid-range beam that inflates the figures of humanoids it strikes. Torsos, heads, and limbs all swell up like balloons. Finally, the eyes bug out of the head before the whole body explodes like a giant water balloon filled with simulated blood. Victims who are inflated short of explosion just stand in place, swollen and waiting to deflate. During this time, they're harmless to you, and helpless should you finish them off.

You don't have to inflate a target all the way in order to temporarily incapacitate them; you can drag the Inflato-Ray beam over many pedestrians, cops, and aliens simultaneously, inflating all of them only slightly but briefly interrupting whatever they're all doing. The Inflato-Ray's unique upgrade is unlocked by continuing to perform errands for Pierce on his "Embrace the Crazy" Quest. After the Inflato-Ray is upgraded, exploding subjects detonate with grenade-like force, damaging everything around them.

INFLATO-RAY CUSTOMIZATION GALLERY

INFLATO-RAY

DEFAULT



"Pop" goes the bad guy!

GOLD-PLATED



Inflate 'em… like a boss!

PURPLE



It's a purple people popper.



RIFLE

These main force workhorse weapons are strong, versatile, and varied. Rifles are effective at all ranges and deal more per-shot damage than pistols and SMGs.



Whether you're a precision operator or a full-bore maniac, rifles can get the job done.



With the exception of the Burst Rifle, which has an obvious bottleneck, rifles work pretty well against vehicles, which sets them apart from most kinetic weapons. A fully upgraded rifle can chew apart almost anything in moments.

AUTOMATIC RIFLE

The working man's assault rifle.

ACQUISITION: 20,000 CACHE AT FRIENDLY FIRE STORES

AUTOMATIC RIFLE UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	5,000	6,250	7,500	8,750	10,000
Clip Size	5,000	6,250	7,500	8,750	10,000
Accuracy	5,000	6,250	7,500	8,750	10,000
Reload Time	5,000	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Tough Guy	20,000	You take less damage while wielding this weapon.

You can pick up a standard-issue assault rifle for a decent chunk of change at Friendly Fire stores. The Automatic Rifle combines the volume of shots of an SMG with the accuracy and strength of the Heavy Pistol. You can alternate between going for precision headshots or peppering an area with gunfire at your whim. The unique upgrade for the Automatic Rifle may be very helpful to you if you're having trouble staying alive in the Simulation, as it cuts down on damage taken. (Similarly, you can also consider an upgraded Alien Rifle to help with survivability.)

AUTOMATIC RIFLE CUSTOMIZATION GALLERY

SHOKOLOV AR

DEFAULT



Affordable lethality for the discerning thug.

FRIENDLY FIRE



Show your love for your favorite weapons store.

DESERT CAMO



Suppress your next insurgency in style.

MERCENARY LMG

DEFAULT



A big gun for a big guy.

DIGITAL CAMO



For the 21st-century military look.

PURPLE INFERNO



Light 'em up.

EM RAILGUN

DEFAULT



Erases your enemies.

HOT PINK



You got a problem with that?

CAMO



Lock and load!

BURST RIFLE

Trades full-auto ability for accurate burst fire.

ACQUISITION: KILL ELITE COPS; BUY FOR 20,000 CACHE AT FRIENDLY FIRE STORES

BURST RIFLE UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	5,000	6,250	7,500	8,750	10,000
Refire Rate	5,000	6,250	7,500	8,750	10,000
Clip Size	5,000	6,250	7,500	8,750	10,000
Reload Time	5,000	6,250	7,500	8,750	10,000

UNIQUE UPGRADE	COST	DESCRIPTION
Let the Good Times Roll	20,000	Kills with this weapon add ammo back to its clip.

The Burst Rifle is more accurate than the Automatic Rifle, but at a cost—its ultra-accurate, multi-round bursts preclude fully automatic fire, so the Burst Rifle gives up sustained damage potential. This is a mid to long-range headshot-hunting tool. The unique upgrade helps keep you stocked up in rifle ammo, as kills replenish rounds in the current magazine. With the unique upgrade keeping new ammo rolling in, and with upgraded specs, you can treat the Burst Rifle like a more-mobile Sniper Rifle.

BURST RIFLE CUSTOMIZATION GALLERY

GUARDSMAN AR

DEFAULT



Military-grade stopping power.

FRECKLE B*****'S



The b*****s is back!

RED PLAID



Aye, lad, 'tis a bonnie plaid gun.

IMPULSE RIFLE

DEFAULT



Remember: short, controlled bursts.

BLACK GOLD



It's black. Also, gold.

BLUE PLAID



You've gone to plaid!

SOAKMASTER

DEFAULT



This ain't no kid's toy.

STEAMPUNK



Manufactured by Currey Fluidistics, Ltd.

HEAVY METAL



Rock on!

ALIEN RIFLE

Fires three beams at once. More firepower, less aiming. What's not to love?

ACQUISITION: KILL ALIEN GRUNTS

ALIEN RIFLE UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000
Overheat Level	7,000	8,750	10,500	12,250	14,000
Rate of Fire	7,000	8,750	10,500	12,250	14,000

UNIQUE UPGRADE	COST	DESCRIPTION
Vampiric Ammo	35,000	Kills with this weapon grant a small amount of health.

The Alien Rifle is really more like an automatic laser shotgun, but with a much longer effective range than an actual shottie. Each Alien Rifle shot sends a three-pronged laser downrange. Like the Alien Pistol and Alien SMG, firing continuously may cause the weapon to overheat, in which case you're forced to wait for the full cooldown before firing again. The Alien Rifle's unique upgrade causes kills to replenish a small bit of your health, which fits nicely with a power like Life Steal Telekinesis. As with some other alien guns, an attractive aspect is the ubiquity of ammo. You're going to kill an awful lot of aliens all over Steelport, so you'll be replenishing ammo for Alien Pistols, Rifles, and SMGs all the time, whether you're actually putting those weapons to use or not.

ALIEN RIFLE CUSTOMIZATION GALLERY

DOMINATOR

DEFAULT



An alien soldier's best friend.

SAINTS PURPLE



Alien tech, Saints attitude.

GOLD-PLATED



Complete 46 Challenges to unlock this gold-plated version.

DISINTEGRATOR

One hit. One kill. No mess to clean up.

ACQUISITION: STORY PROGRESS

DISINTEGRATOR UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Charge Time	7,000	8,750	10,500	12,250	14,000
Recharge Rate	7,000	8,750	10,500	12,250	14,000
Charge Capacity	7,000	8,750	10,500	12,250	14,000

UNIQUE UPGRADE	COST	DESCRIPTION
Penetrating Shots	35,000	Shots now penetrate through multiple targets.

The Disintegrator fires a data-destroying projectile that disassembles whatever it hits. People, aliens, car doors and hoods, newspaper dispensers… they'll simply be reduced to their constituent bits and dispersed.

The Disintegrator needs a moment to spool up before it fires this annihilating projectile, so you'll have to hold the fire trigger down and keep your reticle trained on the intended recipient. Like some other alien weapons, this one doesn't use ammo. Instead, it requires a charge that builds up over time and is reduced when you use the weapon. The Disintegrator won't discorporate cars with only one shot, but two or three shots should do it, especially if the vehicle is frozen, so the Disintegrator makes a great anti-vehicle weapon. The Disintegrator also won't instantly kill Murderbots, but a second spooled-up shot will. The unique upgrade for this high-tech weapon allows the projectile to pass through the first target it strikes, so with careful aim against lined-up targets, you can get two-for-one kills on Disintegrator shots. If your aim is on point, this is among the game's best weapons.

DISINTEGRATOR CUSTOMIZATION GALLERY

DISINTEGRATOR

DEFAULT	SAINTS PURPLE	GOLD-PLATED
		
Leaves no evidence behind.	Zin? Fin.	Complete 46 Challenges to unlock this gold-plated version.

BOUNCE RIFLE

Fires compressed energy bolts that bounce from target to target. Fun at parties!

ACQUISITION: STORY PROGRE

BOUNCE RIFLE UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000
Projectile Speed	7,000	8,750	10,500	12,250	14,000
Recharge Rate	7,000	8,750	10,500	12,250	14,000
Overheat Level	7,000	8,750	10,500	12,250	14,000

UNIQUE UPGRADE	COST	DESCRIPTION
Double Play	35,000	Put two energy balls in play with each squeeze of the trigger.

This lively weapon sends bouncing energy bolts into the environment. Bolts that strike enemies bounce from one hostile to another, damaging them all. The projectiles don't move as quickly as bullets or Thumpgun/Disintegrator slugs, so the experience of aiming is a little different. The Bounce Rifle shines best against crowds of humanoid opponents at mid-range, like the situation that develops during a lot of Virus Insertion Activities. The Bounce Rifle draws on a charge reservoir for shots and, if fired excessively, the gun requires time to cool down. The unique upgrade is a bit of a double-edged sword—you'll fire two bounce bolts per trigger pull, which is great, but this also doubles the rate at which the gun overheats. Be prepared to spray an alley full of Bounce Rifle bolts, blanketing the Zin in a world of ricochets before swapping to another weapon when the Bounce Rifle needs to recharge.

BOUNCE RIFLE CUSTOMIZATION GALLERY

BOUNCE RIFLE

DEFAULT	SAINTS PURPLE	GOLD-PLATED
		
How many ricochets can you get?	Alien weapons never looked so good.	Complete 46 Challenges to unlock this gold-plated version.

EXPLOSIVE

This category, as you have maybe guessed, is about making things blow apart. Explosive weapons blanket entire areas in fiery splash damage, and one explosion often kicks off a chain of explosions as objects and vehicles in the area come to violent ends.



Just about the simplest way to clear an entire intersection at once is also the most satisfying.



Shot-for-shot, there's no weapon in the game as potentially destructive as the Black Hole Launcher. That seems about right.

RPG

For huge explosion and firepower, you can't go wrong with a rocket launcher.

ACQUISITION: BUY FOR 35,000 CACHE AT FRIENDLY FIRE STORES

Your quintessential anti-personnel, anti-vehicle rocket launcher, the RPG works exactly as advertised. The only downside is that it's much more expensive to operate than other weapons, since you'll need to restock at Friendly Fire stores and you can't carry that many rockets at once. It's also pretty slow to fire follow-up shots at first, but you can adjust this by upgrading Reload Speed.

The Guided Missiles unique upgrade is a curveball for the weapon, which lets you throw curveballs: your RPG shots become guided, and the projectile attempts to hit wherever you direct the reticle after firing! It may take some getting used to, but mastering Guided Missiles may, in particular, assure that you never worry about enemy flying saucers again.

RPG UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Explosive Damage	7,000	8,750	10,500	12,250	14,000
Reload Speed	7,000	8,750	10,500	12,250	14,000

UNIQUE UPGRADE	COST	DESCRIPTION
Guided Missiles	35,000	Player may now guide rockets with the targeting reticle.

RPG CUSTOMIZATION GALLERY

J7 ROCKET LAUNCHER

DEFAULT



All boxed up and ready to rumble.

WARBIRD



An all-time bad@$$ classic.

TREBUCHET



For when you need to get medieval.

WAFFLE CONE



Sweet-looking weapon, dude.

EL FUGITIVO

DEFAULT



It's easier to pull the trigger than play guitar.

DAY OF THE DEAD



La Guitarra del muy conocido Mister Holt.

DIAMOND PLATE



Industrial-strength @$$-kicking.

POTATO GUN

DEFAULT



Aim straight, spud.

GOLD-TRIMMED



The rich kid's spud gun.

GHOSTLY SKULL



Even a potato gun can look threatening if you try hard enough.

ALIEN RPG

This alien weapon lays down the law... and a blast of super-heated plasma.

ACQUISITION: RARE FIND ON KILLED ALIEN GRUNTS; PURCHASE AT FRIENDLY FIRE FOR 50,000 CACHE

ALIEN RPG UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Charge Capacity	10,000	12,500	15,000	17,500	20,000
Charge Time	10,000	12,500	15,000	17,500	20,000
Projectile Speed	10,000	12,500	15,000	17,500	20,000

UNIQUE UPGRADE	COST	DESCRIPTION
Backblast	50,000	Firing this weapon creates an explosive backblast.

The Tyrant Alien RPG accomplishes a similar effect as the human RPG, but with a slightly different delivery. The weapon, like the Disintegrator (also alien tech), must be spooled up before firing. Unlike the Disintegrator, however, you can "hold" a fully spooled shot so that you can hold the fire trigger to have a Tyrant shot ready. Releasing the fire trigger before the plasma launch is fully spooled up simply results in nothing happening. The Alien RPG also operates off of a rechargeable energy reservoir, rather than having ammo to replenish like the human RPG. This means you can't *permanently* run out of Alien RPG shots, but you can discharge enough energy to disable the weapon while it cools down. The unique upgrade adds an explosion right *behind* the POTUS when the weapon is fired, where the Alien RPG's exhaust erupts during a launch.

ALIEN RPG CUSTOMIZATION GALLERY

TYRANT

DEFAULT



The Zin's heaviest hitter.

SAINTS PURPLE



The future is here. And it's purple.

GOLD-PLATED



Complete 46 Challenges to unlock this gold-plated version.

BLACK HOLE LAUNCHER

Black holes suck, weaponized black holes suck more.

ACQUISITION: HOMIE QUEST, "WWGD"

BLACK HOLE LAUNCHER UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Effective Range	3,500	6,250	7,500	8,750	10,000
Rate of Fire	10,000	12,500	15,000	17,500	20,000

UNIQUE UPGRADE	REQUIREMENT	DESCRIPTION
Singularity Gun Ammo Upgrade	HOMIE QUEST: "CLOSER TO 250"	The Singularity Gun can store twice as many black holes.
Singularity Gun Recharge Upgrade	HOMIE QUEST: "KILL KILL DESTROY KILL"	The Singularity Gun recharges much more quickly.

The Black Hole Launcher is the subject of some Mayhem Activities, and with good reason. Mayhem Activities are also the only way you'll get your hands on one for a while. When the launcher is fired, the kernel of a black hole launches out and stops when it either has traveled a certain distance in space or strikes an object, like a vehicle or wall or alien. Once it stops, it roils in place, growing for several seconds while destructively sucking in everything nearby. The active black hole can destroy nearly anything, and things it can't outright destroy (like a fresh Warden), it heavily damages. Watch out: it's possible to be too close to your own black hole! The black hole's stability wanes after a few seconds before it explodes, further damaging or destroying things nearby. It's a good thing: a black hole device that created a growing black hole that didn't go away would probably suck pretty bad for just about everyone. Like the Alien RPG or Disintegrator, the Black Hole Launcher operates off a recharging source of energy. This reservoir of potential black holes can both be doubled in size and made to recharge more quickly by completing more Quests from the Homie who initially hooks you up with the Black Hole Launcher in the first place.

BLACK HOLE LAUNCHER CUSTOMIZATION GALLERY

SINGULARITY GUN

DEFAULT



It really, really sucks.

GOLD-PLATED



"There's gold in them thar holes!"

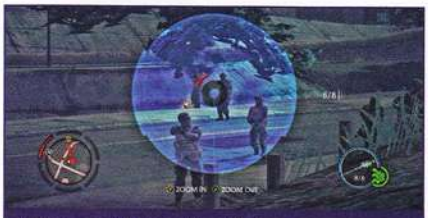
SAINTS PURPLE



No matter how alien the weapon, it still looks good in purple.

SPECIAL

The Special category has a wide variety of interesting guns, each a big difference-maker in its own way. If you find yourself in a tight bind, odds are something from the Special section of the Radial Dial can help you.



The Sniper Rifle is the first Special category weapon you can acquire.



You'll very likely unlock the Abduction Gun quickly, and it can serve you well throughout the whole adventure.



Here comes the D-d-d-d-drop…

SNIPER RIFLE

For that long-range shot where accuracy is key.

ACQUISITION: BUY FOR 35,000 CACHE AT FRIENDLY FIRE STORES

SNIPER RIFLE UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000
Rate of Fire	7,000	8,750	10,500	12,250	14,000
Clip Size	7,000	8,750	10,500	12,250	14,000
Scope Power	7,000	8,750	10,500	12,250	14,000

UNIQUE UPGRADE	COST	DESCRIPTION
Money Shot	35,000	Kills with this weapon now grant additional Cache.

The game's longest-ranged weapon is naturally a Sniper Rifle. And in a nod to the mercenary assassin nature implied by such a deadly, far-reaching weapon, the unique upgrade causes you to earn more Cache for kills. The Sniper Rifle isn't just for distance work or for scraping together extra bread: Sniper Rifle shots are extremely powerful, so it only takes a few to destroy most cars and flying vehicles. And while the scope is invaluable when taking aim from afar, when you find yourself in close with the Sniper Rifle, you can just aim center-mass at enemies and fire without scoping. Heavy sniper rounds hit hard enough to kill any common enemy whether you score headshots or not.

SNIPER RIFLE CUSTOMIZATION GALLERY

MCMANUS 2020

DEFAULT



The latest in a long line of death-dealers.

OUTBACK CAMO



Boom … headshot.

CRIMSON



Is good color, da, comrade?

GI SNIPER

DEFAULT



Old-school lethality.

JUNGLE CAMO



Ready to rumble in the jungle.

HOLOSKULL



Become death incarnate, or at least a guy with a sweet-looking gun.

LEVER-ACTION

DEFAULT



Best of the West.

GOLD RUSH



Stake your claim on a golden gun.

BLACK BART



The outlaw's choice.

BLOCK GUN

DEFAULT



Time for a block party.

SAINTSBLOCK



Time for a Saints-themed block party.

CAMOBLOCK



Time for a camouflage-themed block party. Wait… what?

ABDUCTION GUN

Give your foes a close encounter. Also works on cows.

ACQUISITION: COMPLETE YOUR FIRST CHALLENGE

ABDUCTION GUN UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Charge Time	5,000	6,250	7,500	8,750	10,000
Recharge Rate	5,000	6,250	7,500	8,750	10,000

This Special weapon is unlocked the first time you complete a Challenge, any Challenge. (If you don't have that finished already, just go Sprint and Super Beatdown 10 aliens, or kick 10 cars. We'll wait.) You'll aim the reticle where you want the abduction ray to beam in from the heavens, then hold down the fire button until it strikes. Almost anything within the circle of light produced by the Abduction Gun gets sucked up into the clouds, to an unspeakable, surely probe-laden demise up above. The Abduction Gun even works on enemies that are resistant to lots of your methods; for example, although Murderbots and Marauders are immune to Mind Control Blast, Gravity Stomp, and all forms of Telekinesis, they'll be sucked up by the Abduction Gun same as everything else. (This is just about the easiest way to destroy those baddies, which are normally pretty tough.) The gun must recharge for a while in between uses, but you can reduce this through upgrades. While waiting for the gun to fully recharge, rely on super powers or swap to a different weapon. The Abduction Gun has no unique upgrade.

SELF-ABDUCTION FOR FUN AND ALTITUDE



The Abduction Gun's effect is so strong that no one is immune, not even the POTUS who signaled for it. This isn't bad news, though: at most, this is inconvenient, as you get sucked into the sky without completely expecting it. You can use this intentionally, however, to travel upward much faster than with any other method. Where can this be useful? Well, although you can climb even the tallest skyscraper with Wall Jumps and Wall Running, riding a beam to the Simulation's ceiling is quicker. And riding an Abduction Beam to the top of a Radio Tower is *much* faster than climbing conventionally. (Although, of course, you'll forgo the juicy chance for all the collectible Data Clusters that blanket every Radio Tower.)

ABDUCTION GUN CUSTOMIZATION GALLERY

ABDUCT-O-MATIC

DEFAULT



Head into the light ...

SAINTS PURPLE



Zin gone gangsta.

GOLD-PLATED



Complete 46 Challenges to unlock this gold-plated version.

DUBSTEP GUN

It's a party in a gun! Make the world dance to your beat, and fear the power of your wubs!

ACQUISITION: KEITH QUEST, "CAMPAIGN TRAIL OF DESTRUCTION"

DUBSTEP GUN UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000
Charge Capacity	7,000	8,750	10,500	12,250	14,000
Recharge Rate	10,000	12,500	15,000	17,500	20,000

UNIQUE UPGRADE	COST	DESCRIPTION
Explosive Wubs	50,000	Wubs fired by this weapon now explode.

A party with a trigger attached—you'll get the Dubstep Gun from Keith David by completing one of his Quests. (If you don't want to do a little work for the VP, you'll still get the Dubstep Gun by progressing along the main story, although you'll have to wait until much later. Who wants to keep Keith David waiting? Not you, right?) This amazing piece of work invigorates the whole block where you fire it: pedestrians and aliens alike pop and lock, while cars bounce and street lights flicker.

Sound waves travel forward from the gun and actually deal damage. While the Dubstep Gun is being fired, forcing everyone in the vicinity to dance to its beat, the weapon's energy steadily depletes. Subjects forced to dance or struck by sound waves also lose health, and they can be danced all the way to death. When depleted, the Dubstep Gun needs time to recharge energy, just like the Abduction Gun or Alien RPG. For the unique upgrade, the warbling "wubs" sent out by the gun now cause explosions. The price is steep, but this is a considerable improvement to the kill potential of the gun, allowing you to party entire blocks to death at once.

Note that changing the look of the Dubstep Gun through customization also changes the music! Check out each version of the Dubstep Gun to see which beat you like best.

DUBSTEP GUN CUSTOMIZATION GALLERY

DUBSTEP GUN

DEFAULT



The original party-in-a-gun.

DUBSTEP GUN INDUSTRIAL



For those who prefer a more hard-edged sound.

DUBSTEP GUN POP STAR



Kid, with a gun like that, you'll go far in this biz.

LASERGUN ARM

A brutally effective street-sweeper of alien design.

ACQUISITION: SHAUNDI QUEST, "PAYBACK"

LASERGUN ARM UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Damage	7,000	8,750	10,500	12,250	14,000
Charge Capacity	7,000	8,750	10,500	12,250	14,000
Recharge Rate	7,000	8,750	10,500	12,250	14,000

UNIQUE UPGRADE	COST	DESCRIPTION
Cool Customer	50,000	The weapon no longer overheats. At all. Fire away.

Imposing, plodding Murderbots are some of the strongest enemies in the Simulation, both because of their sturdiness and immunity and their heavy armaments. These robots come equipped with either Lasergun Arms or Minethrower Arms, and you can get duplicates of each as a weapon for yourself. If you destroy a Murderbot, it'll leave behind a temporary version of one of these gun arms. If you want to equip Murderbot weapons whenever you like from either a Gateway hub or a Friendly Fire, you'll need to complete some Quests for Shaundi. The Lasergun Arm basically gives you a laser Vulcan turret anywhere you want, and amazingly, the unique upgrade removes concerns about overheating under continuous fire. (You'll still have to pay attention to overall charge capacity.)

LASERGUN ARM

DEFAULT



A Murderbot's main weapon looks much better on the Saints' side.

MINETHROWER ARM

Lays down magnetic proximity mines that can catch foes flatfooted.

ACQUISITION: SHAUNDI QUEST, "SECRET ADMIRER"

MINETHROWER ARM UPGRADE COST

UPGRADE CATEGORY	UPGRADE LEVEL 1	UPGRADE LEVEL 2	UPGRADE LEVEL 3	UPGRADE LEVEL 4	UPGRADE LEVEL 5
Charge Capacity	10,000	12,500	15,000	17,500	20,000
Rate of Fire	10,000	12,500	15,000	17,500	20,000
Recharge Rate	10,000	12,500	15,000	17,500	20,000

UNIQUE UPGRADE	COST	DESCRIPTION
Big Booms	50,000	Mines now have triple the explosive charge loaded.

Like the Lasergun Arm, the Minethrower Arm is based on a Murderbot weapon. The temporary version comes from dead Murderbots, while the permanent version comes from Shaundi's "Secret Admirer" Quest. Consider the way combat waves tend to work out in the Simulation, and you'll see plenty of opportunity to use the Minethrower Arm to your advantage. You can lay down traps for incoming vehicles when defending a Virus Insertion or when Notoriety is rising. The unique upgrade for the Minethrower Arm makes the explosives *much* more powerful.

MINETHROWER ARM

DEFAULT



No street is safe for more Zin reinforcements to arrive when the Saints are packing a Minethrower Arm.

DOWNLOADABLE CONTENT — RECTIFIER — DOWNLOADABLE CONTENT

And you thought turning your head to cough was bad …

ACQUISITION: EXCLUSIVE CONTENT FOR SEASON PASS CUSTOMERS

UPGRADES: None

ULTIMATE UPGRADE:

Recto-Rockets - $50,000 – Inserts an explosive charge and rocket motor into targets

A DLC exclusive for Season Pass holders, the Rectifier represent, well, if not the pinnacle of Zin technology, then its depraved underbelly. And speaking of underbellies, this weapon is designed for low blows. Approach a target with the weapon equipped and attack, and the character will spin them around and conduct a 'rear assault'. Once impaled, targets can be hefted into the air and then launched with a second pull of the trigger.

Note that some enemies are too wary, powerful, or lack the appropriate –ahem- anatomy … to be attacked in such a manner. Against these enemies, the player can still use the Rectifier like a baseball bat to bludgeon them into submission.

The Ultimate Upgrade for the Rectifier inserts a rocket motor and explosive charge into targets, causing them to fly around like a semi-guided missile after launch, before impacting and exploding.

DEFAULT



Wrong in so many ways



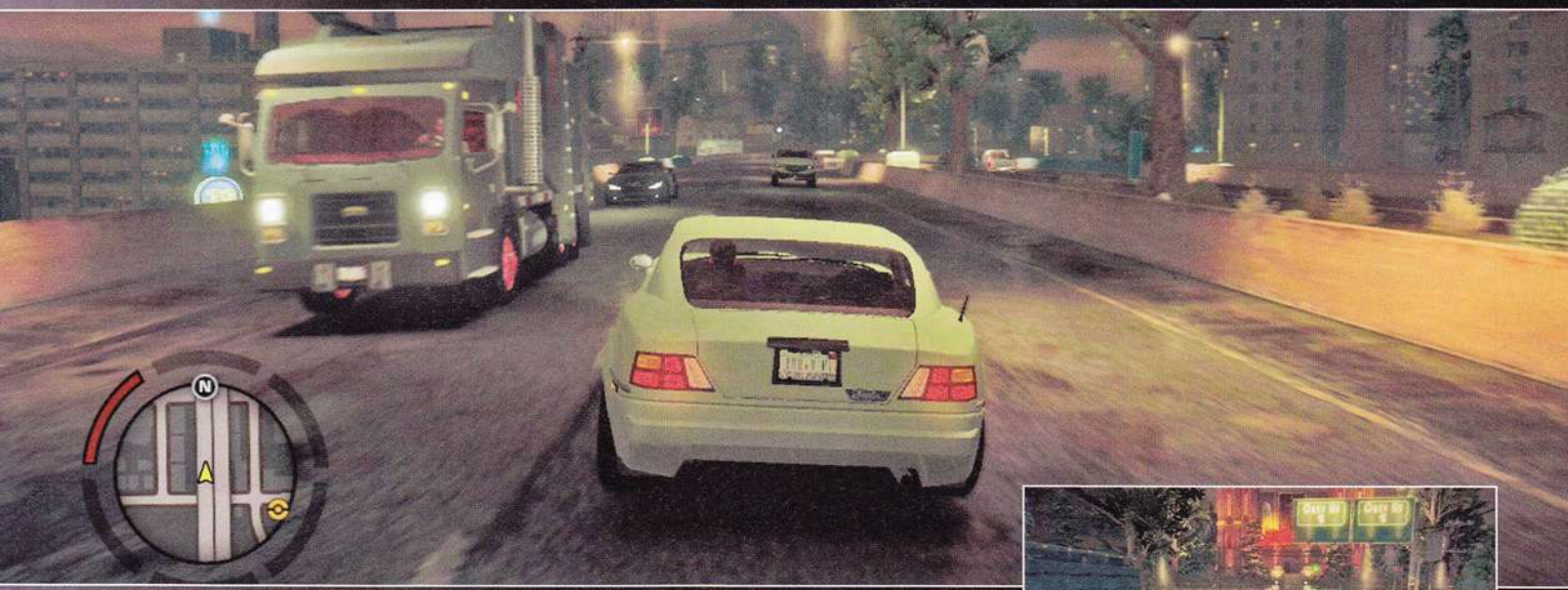
Feel good-as-gold, inside and out!



No matter what you're firing, you gotta represent.

VEHICLES

In an environment in which you can Super Sprint and Super Jump across the landscape, freed from conforming to roads, you might wonder why bother with cars. Well, why? You won't always have access to the super-bounding super-POTUS; sometimes your Prez of the USA is just a run-of-the-mill Prez of the USA, and not one with super powers. Some Quests require driving or piloting. And it's fun! The POTUS might be able to Super Sprint at near Attriazone speed under his or her own power, but Stamina is a finite resource for a while. On the other hand, the digital rides of virtual Steelport never run out of gas.







Streets in the city are mostly aligned on a grid, naturally, which means there are lots and lots of 90-degree turns to execute. You can take turns by slowing down by braking prudently, negotiating the turn at a reasonable speed. Or, you can accelerate until just before the turn, then release the gas and hold the emergency brake for just a half-second while turning in the desired direction. In an agile vehicle, which happens to include most road-going ones, this late e-braking into the turn snaps the vehicle's tail out smartly. After the brief e-brake-and-turn maneuver, go full throttle on the gas again to accelerate in the new direction. This doesn't work in some vehicles, usually due to bulk or length; you're not going to do this in a Peterliner or a Steelport Municipal. And this doesn't work too well when surging forward with Nitrous activated, either. But in most cars, you should be able to slide stylishly around the tight corners of Steelport in no time. Powerslides and other skillful and insane driving feats earn XP. Whether it's driving against traffic, barely missing collisions, powersliding, or doing all of the above at once, you can steadily stack up XP toward increasing Rank just getting from place to place.

DOES THIS MOTORCYCLE COME WITH A FLAMETHROWER?





Some vehicles come outfitted with guns, missile launchers, or other armaments. Vehicle weapons have unlimited ammo, though guns may overheat depending on the model, and missile launchers make you wait a while before you can launch follow-up volleys. The immense firepower of certain vehicles makes them very appealing, whether that's to aid in Quest completion, to clear out Flashpoints/Virus Uploads, to assist with Mayhem Activities, or to just generally cause mayhem. Don't expect vehicles to provide the solution if you're talking about Warden-level Notoriety, though. The Wardens, elite lieutenants of Zinyak, can tear apart even the toughest vehicles in a flash in order to get at the tender POTUS inside. Even if you commandeer an alien hovertank against a Warden, it'll simply barrel into the heavy tank and destroy it. By necessity, encounters with Wardens must involve powers vs. powers, and vehicles are not welcome.

B.Y.O.G.





Vehicles without onboard weapons don't leave you defenseless. For one thing, you're driving a vehicle — if feasible, just run over your assailant, or drive out of their line of sight. Alternately, you can fire out the window while driving ([rb]/[r1], while aiming with the right analog stick), but only with one-handed weapons like pistols and SMGs. This allows you to shoot at pedestrians, snipe other motorists, and pop other vehicles' tires. If you want to destroy other vehicles entirely, it's actually faster (when properly upgraded) to just slam into other vehicles with Nitrous active. Pay the Cache to reinforce your favorite cars' bumpers and get the Nitrous damage upgrade at Rank 8, and the front bumper will bash aside cars like a train running full-steam, barely losing momentum.

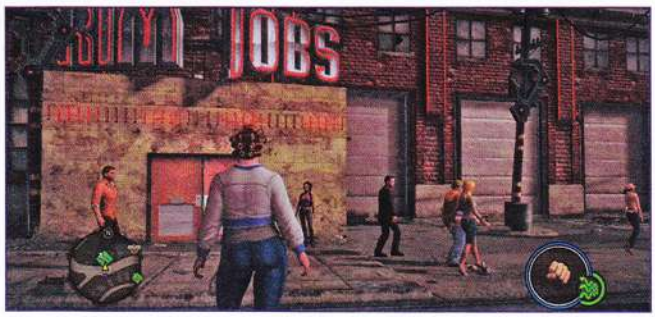
SAVING AND RETRIEVING VEHICLES

Early on, you'll gain the ability to digitally store the cars you drive. You accomplish this by pushing down on the d-pad while in the driver's seat of the desired vehicle. If storing cars is available, you'll see the purple progress circle fill in quickly to indicate storage success. You can then retrieve stored cars via the Phone menu in the Pause HUB, or from a Rim Jobs garage or a Gateway Hub.





Vehicles aren't indestructible and eventually show visible wear and tear, denting and smoking, losing hubcaps and popping tires. If a vehicle is damaged enough to be on the verge of exploding, you'll see smoke and flames belching out from under the engine's hood. It's wise to vacate the vehicle if this is underway, lest you still be inside when it explodes. You can repair the vehicle damage by pulling into a Rim Jobs mechanic, or if the vehicle storage option is available, you can just store the vehicle, get out, and summon a fresh digital copy.



The vehicles used by citizens here number in the dozens by model, the hundreds by variant. Take an existing car to a Rim Jobs location, and you can customize it further, with the potential for endless designs. You can modify most vehicles for both looks and performance. The performance category is straightforward, very similar to upgrading weapons. You'll select among four traits to improve, and each can be increased four times. You can also pay a premium to add Nitrous turbocharging to cars individually, but eventually, you can earn Nitrous globally. Once this occurs, you'll have it on every car you store and customize, and even on cars you've just relieved from their prior owners. Car performance is relatively cheap compared to upgrading weapons, since the most you can spend on the performance of a given car is 12,300 Cache. This makes it an easy decision to quickly upgrade the characteristics of the cars you love to use; you can call them out just about any time you like with the Phone menu, after all. Visual customization is another story, and this might cost you nothing at all if you're satisfied with what you've found (or if a car just can't be customized). Customizing a car's look might cost you quite a bit with all the tinkering, but only if you want it to. When customizing, remember that you can also select the cars used by your Third Street Saints backup (and customize the members of the backup squad, too) at Gateway Hubs.

UPGRADING VEHICLE PERFORMANCE AT RIM JOBS

PERFORMANCE MOD	DESCRIPTION	1ST UPGRADE COST	2ND UPGRADE COST	3RD UPGRADE COST	4TH UPGRADE COST
Torque	Upgraded torque gives you the acceleration edge to avoid the authorities.	200	400	800	1600
Tire Durability	Upgrade your tires to avoid getting a blowout at an embarrassing moment.	200	400	800	1600
Reinforced Bumper	Upgrading your bumper durability lets you dish out devastating damage to anything that gets in your path. Works beautifully with Nitrous.	200	400	800	1600
Reinforced Frame	An upgraded frame is the key to your vehicle withstanding unreal punishment before exploding into scrap metal.	200	400	800	1600
Nitrous	Add Nitrous to your vehicle, giving it that burst of speed when you need it most. Although you can add Nitrous to saved vehicles individually, you can also unlock it for all of them very early, at Rank 2. At Rank 8, the damage done by ramming with Nitrous can be upgraded. (This begs for the Reinforced Bumper upgrade, too.)	150	—	—	—
Kneecappers	With retractable blades in your tires, driving close to vehicles and people can cause damage. Blades extend and retract automatically.	150	—	—	—

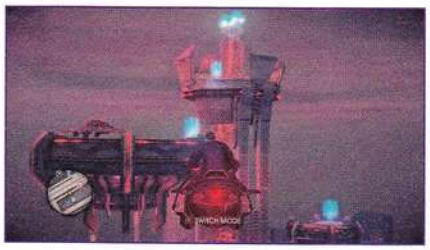
A dizzying array of cosmetic features are also alterable on most vehicles, from the grill to the hood, to the taillights, to the paint... even the type of paint, the gloss and shine. Note that cosmetic features do not affect performance, even some you might think would, like wider tires or spoilers. (Just kidding. Of course, spoilers don't do anything.)

Some vehicles cannot be customized, or they can only have one aspect or some decals altered at most. These are usually Quest rewards, or vehicles that are already pretty customized to a specific purpose. You won't be able to customize a news van or dump truck quite like you can customize a mass-market sedan, for example. You also won't be able to customize, say, the alien hovercars. (Rim Jobs can't get parts for them.) You can earn many unique vehicles by completing particular Quests and Challenges. If you want to have a complete garage, you'll have to clear out all the content.



YOU'VE GOT A FLYING MACHINE!





In the air is where vehicles compete with powers for sheer authority. There are several hangars' worth of familiar terrestrial aircraft to fly, and the arrival of the aliens adds new flight options, too, from the hoverbike-like XOR to the Now-Identified Flying Object, the flying saucer-esque Void. Aircraft are most usefully distinguished by their flight characteristics. There are hovering aircraft, like vertical-takeoff-and-landing (VTOL) devices and helicopters, and there are airplanes, which move forward through the air. The flying craft of the Zin are noteworthy for being able to switch between flight modes at the push of a button (the B/◉ button, to be specific). VTOL aircraft can also switch modes, swapping between covering ground quickly or precisely sweeping one zone.

The game itself is ambivalent about your flight hours—nothing is stopping you from commandeering an alien XOR early on and using it to fly to the tippy-tops of all five Radio Towers, for example. There are a few caveats, though. If your Notoriety is high, aliens continue to pursue you, even into the wild blue yonder (well, it's not really blue, here...), no matter your altitude. They'll send fliers of their own in XORs and Voids, and Portals will open up on any skyscraper rooftops nearby, so a welcoming party is ready if you attempt a roof landing. And, though you can emerge relatively unscathed from a vehicle destroyed streetside, don't expect to survive a full-throttle plane crash.

FLIGHT CONTROL

You can opt to use basic flight controls, or you can opt to use controls that are more realistic and flexible. With basic controls, you need only push your desired direction on the analog stick to bank left or right. Holding either shoulder button causes the aircraft to align perpendicular to the ground; double-tapping executes a barrel roll. Press nothing, and the aircraft simply levels itself parallel to the ground automatically.

With advanced flight controls, you'll need to actually bank the plane yourself. Pressing the analog stick left or right rolls the plane; in order to turn, you'll first need to bank left or right, then pitch the nose upward. (You may prefer inverted flight controls for this, and they're available.) With advanced controls, the shoulder buttons handle yaw instead of causing roll; yawing allows finely tuned turns and minor adjustments to heading.

Flight control preference only applies to forward-moving, jet-like craft: airplanes and the alien vehicles when in flight mode. In a hovering vehicle (a helo, for example), the shoulder buttons rotate the entire craft, the analog stick moves it around relative to the ground, and the altitude is raised with A/✕ and lowered with ✕/■.



VEHICLE GALLERY

Vehicles are separated by both category and size—two-door or four-door. What's car size noteworthy for? Homies! There are plenty of awesome two-door rides, but only one Homie at a time can ride shotgun. If you have one or two other ride-or-die Homies tagging along, they won't be entirely left out: they'll snag cars of their own and follow. They will be playing catch-up, though.

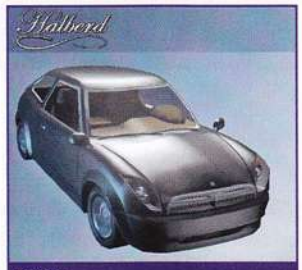
COMPACT CARS

These sensible conveyances get you from point A to B without a fuss. Without pizzazz, either, until performance is upgraded.

TWO-DOOR



Emu



Halberd

FOUR-DOOR



Mockingbird

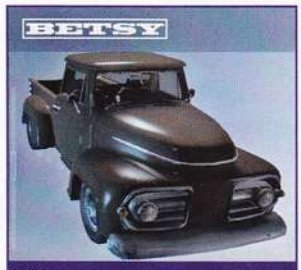


Solar

CLASSIC CARS

Some of these crop up in everyday Steelport just because some motorists appreciate the relics of eras past and restore them. Maybe drive them sometimes on the weekend if it isn't raining. And some of these cars are around because not every version of the Simulation is set in the modern world…

TWO-DOOR



Betsy



Relic

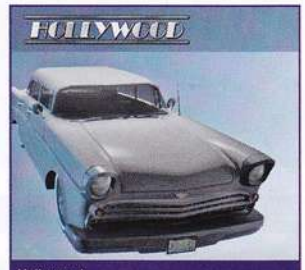
FOUR-DOOR



Churchill



Gunslinger



Hollywood



Cyber Gunslinger (complete Shaundi's "Under Pressure" Quest)


Genkimobile (complete "Kinzie's Gambit" Quest)

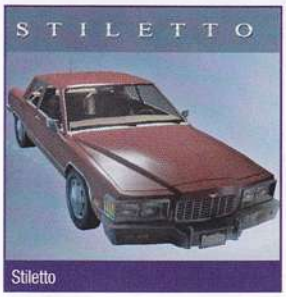
LUXURY CARS

These upgrades over more modest cars have more power and better finish. That finish is going to get dented and scuffed quickly, so that doesn't matter too much, actually.

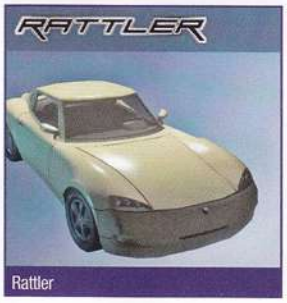
TWO-DOOR



Sovereign



Stiletto

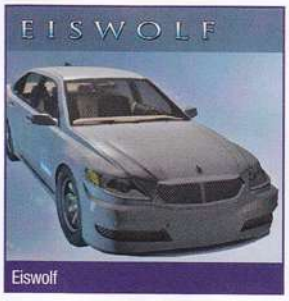


Rattler



Chrome Rattler (complete Matt's "The Pledge" Quest)

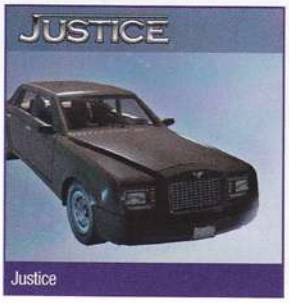
FOUR-DOOR



Eiswolf



Infuego



Justice

MUSCLE CARS

These heavyset, throaty visions of 'MERICA! express great road-going authority. They make up for losing out to sportier models in agility by tending to be a bit more durable.

TWO-DOOR



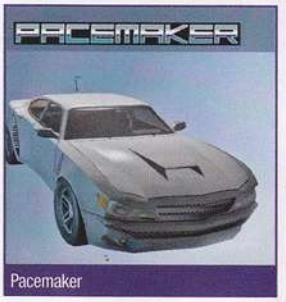
Peacemaker



Wireframe Peacemaker (complete Asha's "Kill and Let Die" Quest)

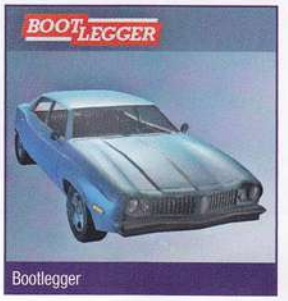


Nyte Blayde (available during Matt's "Nytefall" Quest)

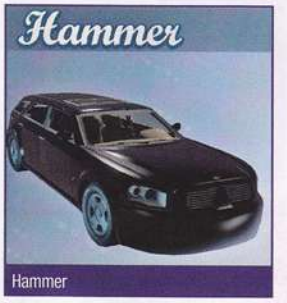


Pacemaker

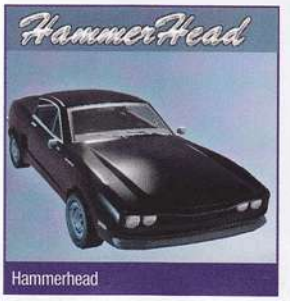
FOUR-DOOR



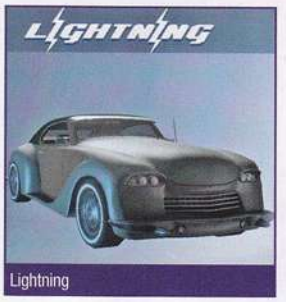
Bootlegger



Hammer



Hammerhead



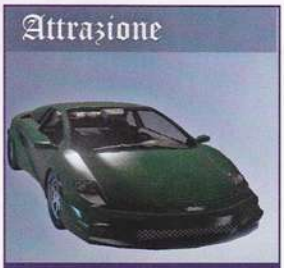
Lightning



Phoenix

SPORTS CARS

If you want performance, you won't beat it elsewhere without turning to certain motorcycles. (Or getting into an aircraft.) The only downer here is that no true sports car is a four-door model, so the gang can't all ride together.



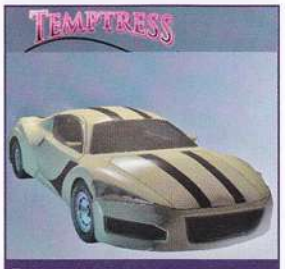
Attriazone



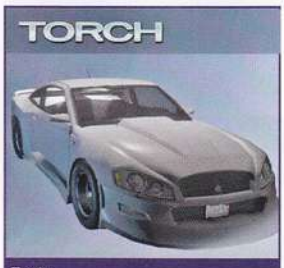
Blade



Raycaster



Temptress



Torch



Sexy Kitten (complete Asha's "Training Day" Quest)

SUVS

These sturdy, versatile workhorses have mass to throw around, and lots of horsepower to throw it around with. All Homies can fit into an SUV at once, too, making them great riding vehicles for Saints excursions.



Atlantica



Bulldog



Bulldog with Turret (gained during late story Quest)



Taxi





VANS

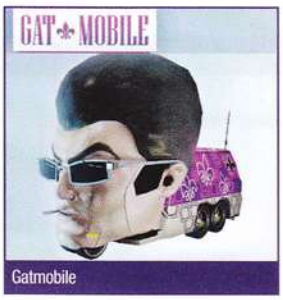
These vehicles take up a lot of road, but they're not as nimble as other cars or trucks. The Gatmobile is a flame-belching example of the realized genius of Saints marketing.



Ambulance



Donovan



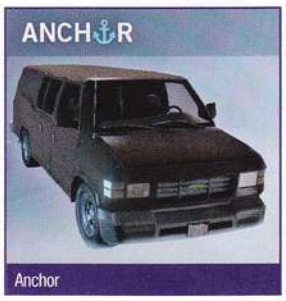
Gatmobile



Lockdown (complete Keith's "The Simulation Recognizes" Quest)



Chrome Lockdown (complete Keith's "The Simulation Recognizes" Quest)



Anchor

TRUCKS

Trucks range from car-sized pickups to enormous semis. The Criminal four-door comes the closest to matching car-like handling, or that of something like the Bulldog.

TWO-DOOR



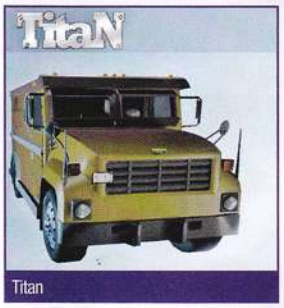
Flatbed



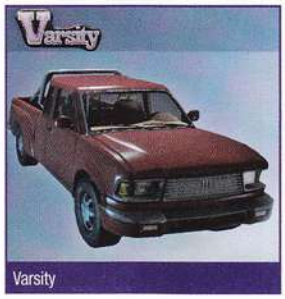
Peterliner



Steelport Municipal



Titan

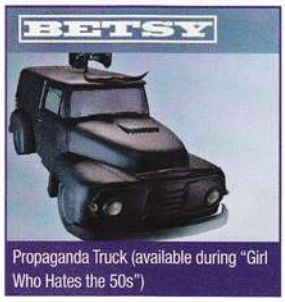


Varsity



Genki Manapult (complete Asha's "Training Day" Quest)

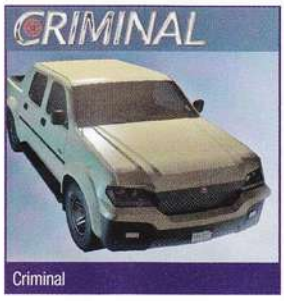
FOUR-DOOR



Propaganda Truck (available during "Girl Who Hates the 50s")



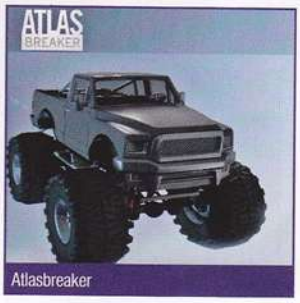
Compensator



Criminal

MONSTER TRUCKS

Monster trucks mean mainly two things: gigantic tires and incredible power. The bodies of the monster trucks are drawn from both cars and trucks, but all these tottering kings of the road have that in common. You unlock several monster trucks by getting at least a silver medal in all six Vehicular Mayhem Activities.



Atlasbreaker



Betsy XL



Cyber Bootlegger XL (complete Pierce's "Back to Basics" Quest)



Infuego XL

MOTORCYCLES

Motorcycles can only accommodate one Homie, but they make up for this by featuring the best acceleration and handling (at the highest risk) of the road-going vehicles.



Estrada



Kaneda



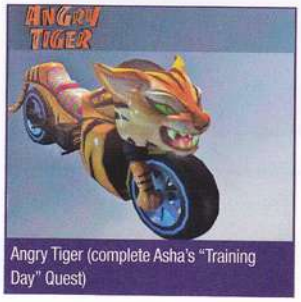
Kenshin



Bloody Canonness (available during Matt's "Nytefall" Quest)



Cyber Estrada (complete Shaundi's "Under Pressure" Quest)



Angry Tiger (complete Asha's "Training Day" Quest)



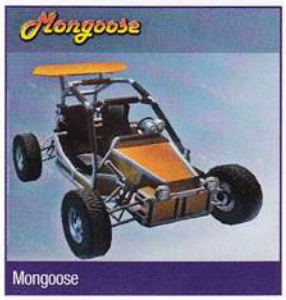


CARTS AND ATVS

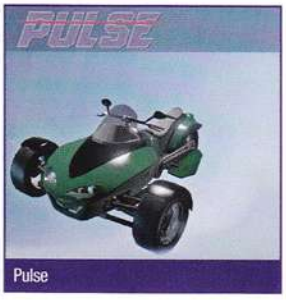
These varied vehicles are unconventional for road-going material, but who is going to tell you not to ride your golf cart on the highway?



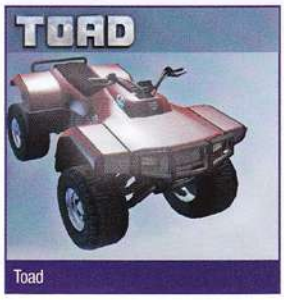
Knoxville



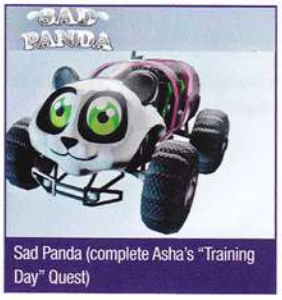
Mongoose



Pulse



Toad



Sad Panda (complete Asha's "Training Day" Quest)

ZIN

Considering that the Zin crossed a gigantic interstellar gulf to get to Earth, it's not surprising that their vehicles are generally superior in performance to their terrestrial counterparts. On the bright side, you can surely steal, store, and recall these all the live-long day, and turn the Zin's technology against them.

HOVERCRAFT



Assert



Assert with Laser Turret

HOVERBIKE



Assert Wireframe (complete Shaundi's "Shaundi's List" Quest)



XOR (unlock Saints XOR by obtaining all six Vehicular Mayhem gold medals)

HOVERTANK



Destructor (complete Kinzie's "Simulated Instruction" Quest)



Recursor

FLYING SAUCER



Void (complete Keith's "Executive Orders" Quest)



Chrome Void (complete Keith's "Executive Orders" Quest)

TANKS

You won't see a tank rolling through the streets normally. They'll show up if your Notoriety is very high during a Mayhem Activity, and during certain Quests.



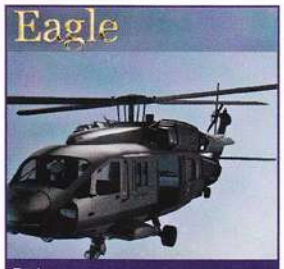
Challenger (available during a late story Quest)



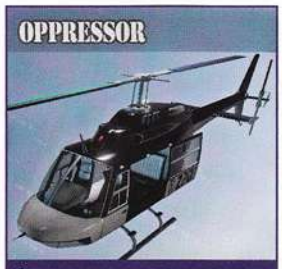
Crusader

HELICOPTERS

You can readily find terrestrial whirlybirds on the restricted island to the southeast, but get ready to set off a Notoriety alarm if you actually abscond with one of these machines.



Eagle



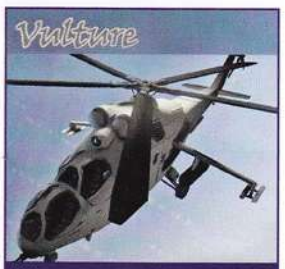
Oppressor



Thompson



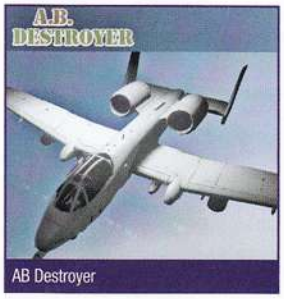
Tornado



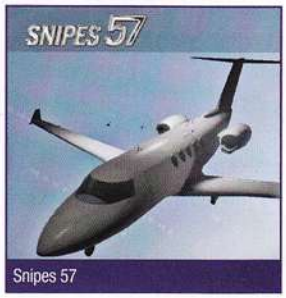
Vulture

AIRPLANES

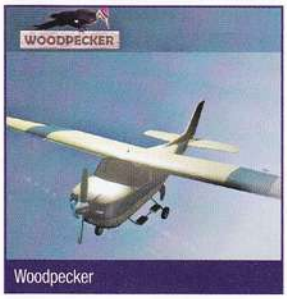
You can find and fly airplanes from the airport in the northeast.



AB Destroyer



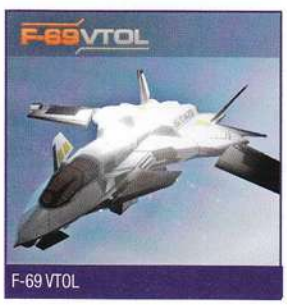
Snipes 57



Woodpecker

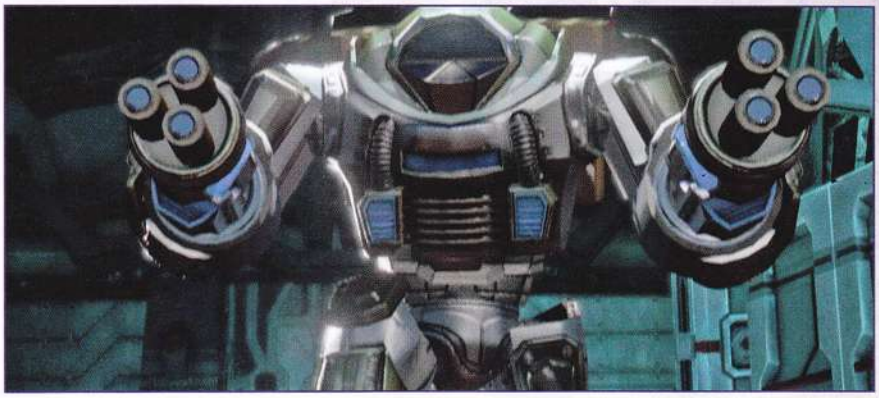
VERTICAL TAKEOFF AND LANDING

These advanced jets are one area where humans spank aliens, as these are flat-out better than the Void. The Saints just don't have these in anything matching the quantities the aliens have flying saucers, alas.



F-69 VTOL

MECH SUIT





The Mech Suit is tremendously powerful whether you're in or out of the Simulation. Outside the Sim, it features prominently in some important rescue missions. A big powered robot suit makes a nice security blanket you're your super powers aren't available. Inside the Sim, you'll also get to unleash the Mech Suit in certain Mayhem Activities, where the goal is to destroy as much property as possible in a short period of time. This isn't particularly difficult when piloting the Mech Suit, since the thing is equipped with an auto laser (RT/R2), plasma rockets (RB/R1), a fast dash (LB/L1), and the ability to fly (activate flight jets by tapping A/✕; hold the same button to gain altitude; tap B/◉ to cut hover jets and loft down to the ground).

The ability to call up a Mech Suit anywhere, anytime is unlocked in the Phone menu by completing the main story. At this point, upgrades for the Mech also become available. They're costly, but they're worthwhile. There's nothing that can stand up to a fully upgraded Mech Suit, not even Wardens, which literally tear apart all other vehicles. And a Mech Suit's rockets are actually strong enough to strip the shields off a Warden! There's a Challenge for killing 30 Wardens total, and unlocking the Mech Suit post-game is one of the easiest ways to achieve it. It's easy to drive your Notoriety to the roof in a Mech Suit. A well-placed rocket or two can knock off the resulting Warden's shield, after which you can wither it with lasergun fire. The Mech's automatic laser is forceful enough to make Wardens stagger, like when they're hit by shotgun blasts, so they won't be able to Super Jump away or use powers of their own. This chews a Warden's life off in moments, leaving it ready for the killing Quick Time Event The only problem here is that you can't initiate a killing blow against a Warden from within the Mech... but you can hold Y/△ to exit, and then do so. You have to ditch the Mech, but even with time and fully upgraded, the Mech basically lasts just about long enough to incite full Notoriety and chew down a Warden's health, anyway, so mission accomplished. As with other Phone menu perks, you'll have to wait a few minutes before calling up another Mech Suit.

Note that it is possible to have Homies present when riding in the call-at-will Mech Suit, just in case the firepower needs to be stacked even more absurdly in favor of you and the Saints. (Of course it does.) If you have any Flashpoints or Virus Uploads left to clear by the time you get this wonderful toy, they're going to be pretty amusing...

MECH SUIT UPGRADES (UNLOCKED AFTER COMPLETING THE MAIN STORY)

NAME	RANK REQUIRED	CACHE COST	DESCRIPTION
Mech Suit—Duration	26	28,000	Slightly extend the amount of time you can spend in the Mech Suit.
Mech Suit—Overclock	28	31,000	Remove some security protocols and allow the Mech Suit's weapons to recharge faster.
Mech Suit—Duration 2	38	36,500	Moderately extend the amount of time you can spend in the Mech Suit.
Mech Suit—Hover Cost	38	37,000	Slightly decrease the cost of hovering while in the Mech Suit.
Mech Suit—Overclock 2	40	37,500	Remove even more security protocols and allow the Mech Suit's weapons to recharge even faster.
Mech Suit—Hover Cost 2	44	40,000	Moderately decrease the cost of hovering while in the Mech Suit.
Mech Suit—Duration 3	46	40,500	Greatly extend the amount of time you can spend in the Mech Suit. You might want to bring some snacks for this one.
Mech Suit—Overclock 3	46	41,000	Remove all the limiters and allow the Mech Suit's weapons to reach their full potential.
Mech Suit—Hover Cost 3	50	42,500	Greatly decrease the cost of hovering while in the Mech Suit.

ENEMIES OF THE SAINT



Overlord Zinyak, Zin Overlord and Mastermind

It used to be that the Third Street Saints just had to worry about rival outfits, like the Deckers or Vice Kings. No more—aliens have provided a compelling reason for moving beyond the earthbound squabbles of Stilwater and Steelport. (The aliens forced the issue, really.) Here in the Simulation, a virtual Steelport designed by Zin Overlord Zinyak to hold humanity in thrall, anything you fight is an extension of the alien subjugation of Earth. You might fight with cops or gangbangers, but they're still just simulated cops and gangbangers inside a VR environment, tools of Zinyak. So you shouldn't be surprised if a seemingly human figure like a pedestrian or cop morphs into a hostile alien mid-fight.

DANGEROUS METHODS

The enemy's primary purpose in attacking the POTUS is to kill him or her, of course. Depending on the type of adversary bearing down, they'll either use firearms, lasers, explosives, or brute strength. The strongest enemies have super powers just like the Boss. Grazing gunfire and laser bolts won't interrupt your actions, but forceful attacks (like an explosion, a direct melee attack, or a tossed automobile) can knock you off-balance.







You can press Ⓐ/✕ to use Ninja Reflexes to flip back upright in these situations. It's never a bad idea to use this; not only is there an upgrade that actually restores a little health when you recover like this, but this also prevents you from taking difficult-to-avoid, follow-up hits from foes that rush in as you reel the first time.

HOTBEDS OF BEDLAM

Flashpoints and Hot Spots all over the city provide ample opportunity for some purposeful brawling with Zin forces. By raising a ruckus and generating Notoriety, you can also bring a growing fight to you, anywhere. You'll gain XP by scoring kills, and you'll build toward lots of different Challenges, depending on how you compose yourself in combat.





There are spoils of war apart from XP: weapon-wielding enemies drop their weapons upon death, which you can then collect to replenish ammo. If they carried Cache, they'll also drop that, so you'll make a little money. If you find yourself low on ammo, you may only need to run around and collect what slain sims have dropped. And if you're causing chaos and killing sims for their mere pocket change, then also remember to bash up newspaper dispensers and parking meters, which also produce loose Cache.

POWER SUPPRESSION GRENADES





You can't miss the effect—the entire world is oversaturated almost to a whitewash.



Alien grunts begin using Power Suppression Grenades later on in the adventure, during and after the "Kinzie's Gambit" Quest. Get hit by a grenade, and you can kiss good-bye to your super powers for a while. It's not just d-pad powers, either, as you'll lose access to Super Sprinting, Super Jumping, and Super Beatdowns, too. Once the enemies start using the grenades, you'll be able to counter them by purchasing upgrades that shorten the grenades' time of effect. You can also employ good old dodging, since incoming grenades are pointed out prior to detonation with a helpful warning icon. Sprint or Super Jump out of the way, and you won't have to worry about a powerless period.

POWER RECOVERY UPGRADE

UPGRADE	RANK REQUIRED*	DATA CLUSTER COST	DESCRIPTION
Suppression — Power Recovery	20	10	Recover your powers a bit faster after being hit by a Power Suppression Grenade.
Suppression — Power Recovery 2	30	20	Recover your powers faster after being hit by a Power Suppression Grenade.
Suppression — Power Recovery 3	40	30	Recover your powers much faster after being hit by a Power Suppression Grenade.

Regardless of Rank, not available until after "Kinzie's Gambit."

STEELPORT'S FINEST





Whether you saw them as just dudes going to do their jobs or what, back in Stilwater or Steelport, the rub was that they were still keeping the Saints down. Now, they're not even people; they're digital pawns of Zinyak, so whatever scruples you may have held no longer apply. Now, they're data that's in the way. Cops patrol the streets keeping the public order, so if you disturb that order in their presence, they'll attack, and you'll gain Notoriety. Wasting cops who attack you drive Notoriety upward, which attracts more police officers at first, and eventually aliens themselves.

On foot, officers attack with whatever firearm they have. Cops usually pack a Quickshot Pistol, but some use a Heavy SMG, Burst AR, or Pump-Action Shotgun instead. They'll take cover if cover is available, popping out here and there to squeeze off a few rounds in your direction. Cops are unarmored humanoid targets, so they're susceptible to any weapon or power you choose to deploy. If you're going all-out against cops to build up Notoriety, push your super power advantage home—when backup cops arrive driving Peacemaker autos, you can defeat them before they even step out of their cars. Freeze Blast incoming cars, then Stomp the lot of them, or use Telekinesis to pick frozen cars up before tossing them into other enemies. If two Peacemaker patrol cars arrive simultaneously, and you Freeze them both and then throw one into the other, they'll probably both explode! That was easy.





When you are without powers versus the po-po, just rely on the knowledge of the streets that comes by virtue of being a Third Street Saint, and start shooting. Any headshot is fatal, including shots from pistols, even when they're not upgraded. With heavier weapons, you can be less precise... or just destroy any vehicles or objects the cops take cover near. Sprint beatdowns and melee attacks are also handy, whether up close or in an ammo pinch.

Police attention is fine if you aren't in the middle of something, but if you want to Hack a store or shop at one, you'll want to lose the attention first. The game world doesn't pause for you to Hack or shop. Having a bunch of cops after you won't stop you from starting Quests or Activities, or entering Gateways.

THE STEELPORT VARIATIONS

A few human enemies behave like Steelport's boys in blue, although their uniforms may differ. You'll run into '50s-era police in some versions of the Simulation, and armed, militarized terrorists in others. In your personal Simulation, you'll find the restricted island to the southeast brimming with military guardsmen and vehicles. The outfits are different, but in all cases, they're men armed with guns, so the solutions are the same. Your beef is with no human, anyway. The Saints can't even be sure how many people in the Sim are actually people too, also plugged in against their wills, versus how many are merely simulations themselves. But best not to think about that as you're bouncing around VR Steelport Super Sprinting whole blocks' worth of pedestrians and cops into your wake. The President has stuff to do, people. Zinyak awaits.







THE CITIZENS

Like the boys in blue and the guardsmen, there's no reckoning the simulated from the enslaved on the sidewalks of Steelport. The citizenry comes in all shapes and sizes. The vast majority are just looking to go about their business and are pacifists. Some actually fight if instigated and may even have a concealed weapon handy; some (usually aggressive gang toughs) may attack or carjack you unprovoked. If the aliens are on to you, nearby simulated pedestrians may morph into hostile aliens before your eyes.





In areas you've brought under Saints' control through Hacking and Activities, you'll find the locals rocking Saints purple. They'll also be equipped and attired as you've dictated through upgrades and Gateway HUB Gang Customization. While you're hanging out in purple Saints areas, these allies assist you unsolicited. You can also deputize some on the spot to ride with you by holding up on the d-pad.

GO OUT AMONG THE PEOPLE

Set forth from a clothing store or Gateway wardrobe in the altogether, *au naturel*, in your birthday suit, etc., and you can start streaking. (Hold Y/△ on the sidewalk while nude.) You'll be scored based on how many pedestrians you can shock with your glorious public display. Motorists count, too, so while surprising walkers streetside, also make an effort to frolic into drivers' lines-of-sight. Apart from disrobing for fun and profit, if Cache is what you're after, you can go pickpocketing among the populace. Pickpocketing is available as an upgrade in the HUB menu. When people complain that the government is composed of petty thieves, they're at least on-target with regard to the Saints's administration.



THE ZIN





Zinyak's foot soldiers are ready and willing to die at the hand of the POTUS in infinite quantity. You'll attract their attention by driving up Notoriety, and by approaching their enclaves at Flashpoints and Hot Spots. You'll have to provoke cops first to get them to turn hostile, but around aliens, your mere presence is enough. Aliens also begin replacing cops as the riot soldiers sent in to quell your growing Notoriety if you're acting up inside the Simulation.

Zin grunts come armed with Zin tech, and the aliens have a match for us humans in every class of gun. You'll find grunts wielding Z9 Handcannon Pistols, Xenoblaster SMGs, and Dominator Rifles. If you happen to be using looted Zin weapons yourself, you'll keep them loaded by killing Zin in order to pick up ammo.

You can find these foot soldiers at Flashpoints and Hot Spots, and you'll run into them occasionally patrolling, as cops do. However, in a crucial difference, aliens will attack you even if you're not doing a thing, whereas cops just roll on by.

Instead of cops in Peacemakers, you'll find alien grunts piloting the hovercraft-like Assert vehicles, usually with turret gunners. Of course, you should prioritize turret gunners as targets. They're exposed from the chest up, sticking out the top of the Assert, so they make good marks. If you remove a turret gunner without destroying the Assert on which it rode, you can commandeer the Assert and its turret and turn it against other Zin. The Assert itself is basically a hovering car, and you can steer it like any other car. Heavy weapons, explosives, and power combos can quickly destroy these alien patrol cars.



XOR, VOID, AND DESTRUCTOR

Keep destroying alien assets, troops, and Asserts, and they'll start sending in flying vehicles as aerial backup for their street patrols. These vehicles include small XOR hoverbikes, which arrive in twos and threes, and the big Void flying saucers. XOR riders are totally exposed, and although the XOR is a small vehicle and thus about as sturdy as a motorbike, it's faster to bring a XOR down by killing the pilot than by destroying the craft. A headshot accomplishes this instantly, as does a shot anywhere on the pilot's body from a Stun Gun or an electrified Rapid-Fire SMG round. An unconscious pilot is a pilot that is about to crash. Freeze Blast can bring down a XOR instantly, and it's easier to nail these tiny fliers with it when they're hovering in order to fire steadily. If a XOR is flying near a building, it's also possible to just throw the Freeze Blast at the wall so that the XOR gets caught in the icy explosion's area of effect. Allow XOR gunners to live, and they'll harass you with laser fire from above constantly. There's no getting away from them without dispelling Notoriety altogether.





Heavy weapons make short work of Voids.



Note that flying vehicles fare very poorly when you toss other vehicles into them.

Voids are the alien equivalents of helicopter gunships. Against XORs, there's little hope of escaping without ducking into a Gateway or something once a Void is in pursuit. The saucer attacks with laser fire and a powerful tri-missile barrage. But for all their firepower and technology, Voids are fairly easy to handle. You can turn the Void's airborne disposition into a fatal detriment simply by freezing the craft in midair. It'll shatter with a huge (and incredibly satisfying) explosion once it plunges into the ground. Voids present much bigger airborne targets for Blast than XORs, too.

If a Void won't hover stably enough for you to have confidence throwing Blast from the street, and if you're getting beat up from ground targets all around while trying to bring down the air threat, then charge up a max Super Jump and hurtle straight up above the whole fray. If the Void was hovering in attack position, you can probably end up above it, and from there, you can draw a drifting bead on the top side of the Void with Freeze Blast. (Although you can't shoot guns while jumping, you can still use powers.) From up there, you'll get a break from street-level vermin. Amusingly, by jumping above an enemy Void, you can actually make it into a platform by landing on it. You can even start surfing the flying Void! While standing upon a flying Void, you have plenty of other options, like hijacking it, or trivially Freeze-Blasting straight down, or using Stomp to smash the Void from the sky dramatically. Later in the game, with a Buff super power active, merely standing on a Void or passing through the air close by while Gliding or Super Jumping can be enough to deal terminal damage.

FREE THEIR MINDS

Of special note is that XORs and Voids are maybe the most appealing targets for Mind Control Blast in all VR Steelport. Using Mind Control on your average grunt usually provides a distraction at best, but pulling over these fliers to your side can help make quick work of the Zin's strongest forces. A traitorous Void flying above you firing tri-rockets provides even better help than your Homies, none of whom is a flying militarized attack vehicle equipped with air-to-surface explosives. (Maybe CID, sort of, but on a vastly reduced scale.) Of course, XORs and Voids are fragile, and your momentary friends usually get killed in the process. But you can't make an omelet without breaking some eggs. If the fliers aren't killed in your service, the Mind Control wears off eventually. Be ready to reapply Mind Control when the Zin come hovering back. (Alternately, be ready to shoot them down after all. There will be more potential Mind Control Blast victims where they came from.)

Later in the game, high Notoriety incites the Zin to finally turn it up another notch, and they'll send in Destructor hovertanks. These high-tech pieces of artillery are maneuverable, sturdy, and extremely well-armed. You don't want to eat a clean shot from the main cannon, that's for sure. The main cannon's shot is just slow enough so that you might dodge it at the last moment by Sprinting or Super Jumping. (Once you have Force Shield, Super Sprinting *into* the shot works, too.) Conventional weapons are weak against the heavily armored hovertanks, so swap to explosives or the Abduct-O-Matic. Upgraded Telekinesis also works, surprisingly, allowing you to toss a bothersome Destructor away or fling it into other enemies.



PORTALS







Below two levels of Notoriety, aliens and cops mostly stick to reinforcing themselves conventionally, by driving new troops in. Increase your Notoriety, and the Zin start taking you more seriously, opening up Portals from which new soldiers can flood in without the charade of arriving on a conveyance. Portals allow the more sophisticated Zin units to arrive, including shield-bearing grunts, predaliens, and Murderbots. Regular Zin grunts continue to show up, too.

Portals themselves are harmless, but (of course) they allow more aliens to trickle in constantly. You can destroy Portals like other objects, with a mix of whatever powers and gunplay you prefer. Portals do perhaps stand out as the only target that resists the effect of the Abduct-O-Matic. If the Zin are cheesed off enough to start opening Portals, they're not going to stop just because you run away; new Portals open up wherever you vacate to. As with many novel enemy types, there's a Challenge for destroying enough Portals.

SHIELDED ALIENS



Arriving from Portals, these hardened alien grunts advance aggressively behind the impenetrable cover of their ZTek Force Shields. They'll fire from behind this mobile cover with Alien Pistols. Once they get close enough to their prey, they'll rush forward the last few yards in a melee sprint. Shielded aliens drop their guard for this final sprinting period, so you can finally gun them down at the last second. Careful sniping of exposed flesh earlier, as they're still advancing behind their shields, also works. So do explosives, shielded or not. And once you learn Telekinesis, you'll have the simplest solution: just pull the shield out of a shielded grunt's hands with the Telekinesis power!

Shields that have fallen from dead soldiers or have been pulled from their mitts with your Telekinesis can be appropriated for your use. You can only use one-handed weapons while bearing a shield, kind of like driving a car, but this can be more than enough, depending on the situation.



PREDALIENS



This is another elite unit, which pours forth alongside shielded aliens from Portals. These aliens are distinguished by their armored epaulettes and their mastery of minor super powers… they can Super Sprint and Super Jump! They'll use these movement super powers to either keep you from escaping their attack or to gain advantageous firing ground. Predaliens can carry heavier weaponry than cops or other alien grunts, and you'll even run into predaliens packing Thumpguns and Alien RPGs. A predalien drawing a bead on you with a Tyrant RPG from a rooftop above can obviously prove to be problematic. The predalien's athleticism and firepower mean that you can't run from them easily. Against a cop or alien grunt, you might just need to leap four meters onto a small rooftop nearby, and sometimes that's the end of the altercation. Not so against these dudes. They are also a little more armored than grunts or cops, and they can take slightly more punishment before croaking.

Although stronger, they're still vulnerable to all the same stuff. Their superior weapons and maneuverability make them more attractive targets for Mind Control Blast than lesser grunts or cops. Something that can Super Jump and carry a rocket launcher is much more appealing as an ally than a guy with a pistol standing behind a fire hydrant.





Two predaliens prepare to Super Jump away, frightened by the sheer charisma of the POTUS.

CIDS







One of these Command and Interface Devices is used to house the kinky A.I. you'll come to know as the Saints's beloved CID, but the vast majority of these (like, every single other unit) are in fact just dumb robots carrying out basic instructions for Zinyak's Simulation. CID units scour a battlefield looking for Zin units in need of assistance. CID units can resuscitate the fallen and can provide virtually impenetrable shielding to elite units like predaliens and Murderbots. All this means is that you can save yourself a lot of headaches if you clear out CID units whenever you see them, since they're bound to become annoying sooner or later. They don't last long under concentrated fire from any weapon.



You can destroy the Golden CID, which shows up in order to broadcast your location during a Notoriety alarm, by chasing and catching it, which resets your Notoriety to zero. Stamina upgrades come highly recommended if you're going to go after these lightning-quick transmitters. Golden snitch, indeed.

MURDERBOTS



These intimidating robot shock troops are among Zinyak's strongest forces. They're powerful and sturdy, armed with heavy weapons and resistant to many things that easily fell lesser Zin. Murderbots are an expensive tool even for a galactic despot, so Zinyak only sends them forth via Portals when you're really wreaking havoc, with Notoriety over half full and climbing.



Each Murderbot has a weapon arm outfitted with a Laser Minigun, a Minethrower, or a Plasma Launcher. All are quite lethal, and you can loot the weapon arm of a destroyed Murderbot and use it until it runs out of ammo. (You can earn permanent and upgradeable versions of the Laser Minigun and Minethrower Arm by completing certain optional Quests for Shaundi; you already have access to a version of the Plasma Launcher in the Alien RPG.) Murderbots use these weapons mercilessly — no taking cover behind Peacemakers or Asserts from these terminators. They'll lumber toward you while firing ceaselessly, acting as immoveable objects themselves. Most powers are ineffective against Murderbots. About the only powers effective to use directly against them are Freeze Blast and Buff, for the damage boosts and for the temporary reprieve from incoming fire while enemies are frozen. Rock Stomp knocks them back but doesn't send them sailing like everything else, the other Stomps and Telekinesis do nothing, and Mind Control Blast is only as good as the nearest XOR or Void, since Murderbots are immune.



Since they're so tough, and since they shrug off most powers, Murderbots make you more reliant on the best guns you've got. Thankfully, several weapons distinguish themselves when it comes to dispatching Murderbots. Upgraded Quickshot Pistols, either terrestrial Shotgun (also upgraded), the Disintegrator Rifle, and any RPG (human or alien) are very good. The Abduct-O-Matic and the Black Hole Launcher also can be used to simply dismiss Murderbots, as though they weren't threatening at all. When Murderbots show up, it's usually two at a time (and they're usually together), so a well-placed abduction beam or black hole can easily spirit them both away. If you don't get rid of Murderbots immediately, they'll probably attract CID backup, which makes the Murderbot functionally invincible until you destroy the CID that's shielding it.



When Murderbots are terminally wounded, they may explode violently, as the battery cells in their chests go critical. Since explosions are painful, being nearby will hurt. So although a weapon like the Energy Sword (or either upgraded bat) actually deals great damage against Murderbots, it's not the best idea to actually pursue this approach. (At least not until you have Freeze Buff…) Murderbots may be badly damaged but not totally disabled (such as with their legs blown off), in which case, they'll crawl with surprising speed after you and your Homies, still a threat. Finish off such crawling Murderbots quickly, and remember that they'll still explode… or kill them with damage to the head in the first place to avoid the whole creepy-crawling-alien-robot thing.

A LONG, COLD SUMMER

The effect of being frozen from Freeze Blast or Freeze Buff lasts until the chilly victim is struck. (Attack, runaway car, debris from an explosion, doesn't matter.) Upon receiving this double-damage hit, if the victim didn't simply shatter, they'll be able to move again. That is, unless you're standing right next to them with Freeze Buff active (in which case, they're just stuck frozen until you move away). Of course, nothing says you have to move away before they're nice and shattered. Once you've unlocked this amazing buff, you can then safely be very aggressive against Murderbots in a way that's not totally sane earlier. Just run right up to them and wail away with Freeze Buff active. They can't do anything about it.

MARAUDERS



This is the heaviest mass-produced weapons platform Zinyak possesses. This mobile artillery rolls from place to place, bubbled inside an impenetrable shield. When the optimal staging ground is determined, the ball rolls there, and the shell peels open to reveal a shielded laser turret, braced in place with little spider-like legs. This turret can track in all directions and fires an extremely powerful explosive slug by triangulating three guiding lasers. It's easy to see these three beams converging slowly as the Marauder chooses its target. Try not to be where the three beams meet. In addition to this heavy weapon, Marauders are equipped with two supplemental Thumpgun-like laser guns.





The front of a Marauder is impregnable, shielded as it is by the ball's shell. (A Marauder is totally invincible when moving from temporary emplacement to temporary emplacement, balled up in this shielding like a roly-poly.) A Marauder's weak point is directly behind the turret, around all this shielding, so you need to circle to the back to deal damage. You must break the glowing green panel you'll find there in order to destroy the Marauder. However, it soon becomes apparent that if a turret is tracking you in all directions, it's hard to circle around behind it. One solution is to use Freeze Blast to hold a Marauder in place briefly so that you have a window to sprint behind it and open fire. The Marauder also might get distracted by other targets if you've brought Homies along, or if you've used Mind Control Blast on susceptible aliens. It's also possible to move quickly enough to get around Marauders by sheer gymnastic ability: sprint right past one on the ground and cut sharply across its back, and you may end up dead center behind it for a moment, giving you time to get off a shotgun blast or two before it swivels around. You can accomplish the same thing by jumping directly over a Marauder from the front, landing right behind it, and turning immediately. For either of these tricks, it's easier if the turning sensitivity is set high in the Options menu.

Marauders, like Murderbots, can resist Mind Control Blast, Telekinesis, and Stomp, yet they are almost charmingly helpless before the Abduct-O-Matic and the Black Hole Launcher. But other weapons are totally ineffective against Marauder shielding — unload a Tyrant or upgraded Dubstep Gun against a Marauder's shield all you want, rolling or emplaced, it will do you no good. Against the vulnerable green back panel of a Marauder, the same guns are great as against heavily armored Murderbots, but any suffices if you have a solid window to strike.



WARDENS



The Saints's Boss and sitting President of the United States carries quite a big stick in this adventure, as he or she is capable of freaking *super powers*. Unfortunately, so are some of the strongest enemies of the Saints. Zinyak's fiercest non-Zinyak warriors are his super-powered lieutenants, the Wardens. These guardians are actually from where the POTUS's super powers are derived. These roaring alien beasts have the aggression of gorilla alphas, and once they show up, they'll attack constantly. Wardens can arrive through Quest events, you can beckon them forth by maximizing Notoriety, and occasionally, they'll show up to defend a Flashpoint you've attempted to snuff out. A Warden's arrival supersedes other threats, and the Warden wrests center stage from whatever troops and tanks were assembled. Don't expect to simplify things or tip the scales in your favor with a vehicle, either — Wardens can immediately ball up and hurl themselves into any vehicle you occupy, destroying it instantly (even tanks and helos). In short, Wardens replace other foes, and they force an on-foot battle. (Your Homies are still welcome to join the fight.)



Like the POTUS and predaliens, these powerhouses can Super Jump in order to chase prey or to gain a better vantage point. That's just for starters, though. Wardens have several of the powers that make the POTUS so strong. Wardens can use Telekinesis to pick up and hurl objects as impromptu projectiles. This can range from debris all the way to huge things like tanks, and the Warden's toss can be close to unavoidable if it throws something big. Your own TK Catch ability (earned after getting at least a silver medal in all the Genki Mind Over Murder Activities) is the safest solution. Until you have that, try a charged Super Jump at the last moment, just as the huge object is thrown your way. They can also use a version of Blast, which they'll hurl double-fisted from the hip. The red fireball they launch is quick, but you can avoid it more easily than giant Telekinesis boulders. And Wardens also can Stomp, which incites a brief, expanding mini-earthquake. Avoid their Stomp by either moving laterally out of the quake's range or Super Jumping off the ground as the Warden first strikes the ground to start the quake. Wardens telegraph Stomp with a floaty, purposeful hop beforehand to wherever their Stomp will occur. This jump's acceleration and attitude are different than the Warden's typical Super Jump, making it easy to recognize.



CONTINUES ON NEXT PAGE

WARDENS CONT.

Aside from these powers, Wardens attack with a wrist-mounted automatic laser gun, which is like a smaller-scale, more accurate version of the Laser Minigun attached to some Murderbots. Wardens pepper the cooldown of their powers with flurries from this gun. Up close, they're also capable of a withering clothesline, so they're no slouches in the melee department.

Wardens come with their own shields, like those that CIDs place on Zin soldiers and Murderbots. With this shield up, the Warden takes no damage. Remove the shield with a hit from one of your powers — Blast and Stomp are the most effective. If the Warden's in the blast zone of your power, it staggers ever so briefly, and the shield flickers out. Now, the Warden will continue its attack, but it's unshielded for a few seconds. During this period, you should attack all-out, dealing as much damage as possible before the shield returns. When the shield is back up, repeat the process. When you finally totally exhaust a Warden in this way, you can initiate a quick-time event with RT/R2 to go for the kill. The bar at the bottom shows your progress and the button you need to mash. Furiously mash the first button that shows up, and it's possible to finish off the Warden before the button changes, but more likely, two or three buttons will show up before success. As the Warden struggles, it becomes harder to push the bar upward with mashing. So, if early mashing wasn't passionate enough to end it quickly, mashing becomes virtually futile, and the Warden eventually struggles free. You'll have to deshield and damage it again for another chance. Success in the quick-time event leads to a destroyed Warden. (Destroy 30 total to complete a Challenge.)







THIS IS MY BOOMSTICK



While shielded, Wardens get to execute their plans with impunity. When their shields are down, tagging them with heavy weapons can cause them to stumble briefly. If they were in the middle of something, like starting up an attack or tensing to Super Jump away, this interrupts their action. Hit them as hard as you can while they're in your sights, unshielded and stumbling! For the combination of decent range, quick fire, stratosphere-high damage, and forceful hits almost guaranteed to stagger, fully upgraded Semi-Auto and Pump-Action Shotguns are hard to argue against as the firearms of choice when drawing down on unshielded Wardens.

SPECIAL FOES

All the following baddies show up at specific points in the adventure, so here be spoilers. Beware! These adversaries are all covered in further depth where they show up in this guide's Quest sections.

DATA DELETION TARGETS

Occasionally, you'll be tasked by one of your Homies with tracking down pieces of rogue software inside the Simulation. Hit jobs, basically. You'll be sent in pursuit of some strange programs, indeed — if you ever wanted to fight against a gun-brandishing toilet, this is your Activity. It's not all fighting commodes, though. Other Data Deletion targets are curious in other ways, made of blocks or surrounded by decoys of themselves. These targets are tougher than other common enemies and require quite a lot of punishment to kill, although unlike Wardens, they aren't shielded.







BOSSES













The canon of the Saints is filled with dangerous and intriguing legends, and there's no way some won't recur in the Simulation. Here, even the dead rise digitally to torment the Saints once more. The more Quests you do for your Homies, the more you'll run into these blasts from the Saints's past. Once you run into once of these skeletons from the closet, their Audio Logs will appear hidden in VR Steelport. Find all of these (three per Saint and Saint enemy, 39 in total) to learn much backstory for friend and foe alike, as well as to complete a Challenge and unlock an Achievement (or Trophy).

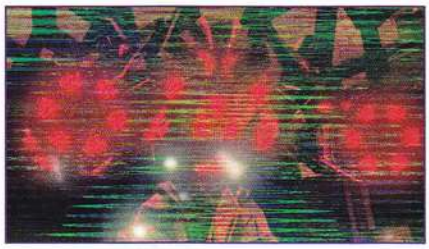


SUPREME OVERLORD ZINYAK

This insane alien is the whole reason this mess exists. The aliens's Supreme Overlord is sort of to the Zin what the queen ant is to her colony. He's really big and strong, and he's in charge. (Since he doesn't lay eggs or anything like that, maybe this is a bad comparison.) He led the Zin here, looking to sap humanity of all its knowledge and treasures, both cultural and technological, and if he can manage to torture a few billion thinking, feeling beings, then that's just the gravy. (You can unearth more Zin and Zinyak history by finding all eight hidden Text Adventures in the Simulation, then completing them.) Most of the adventure is spent seeking revenge against this galactic-level monster. Can the Saints prevail? Do cats like catnip?









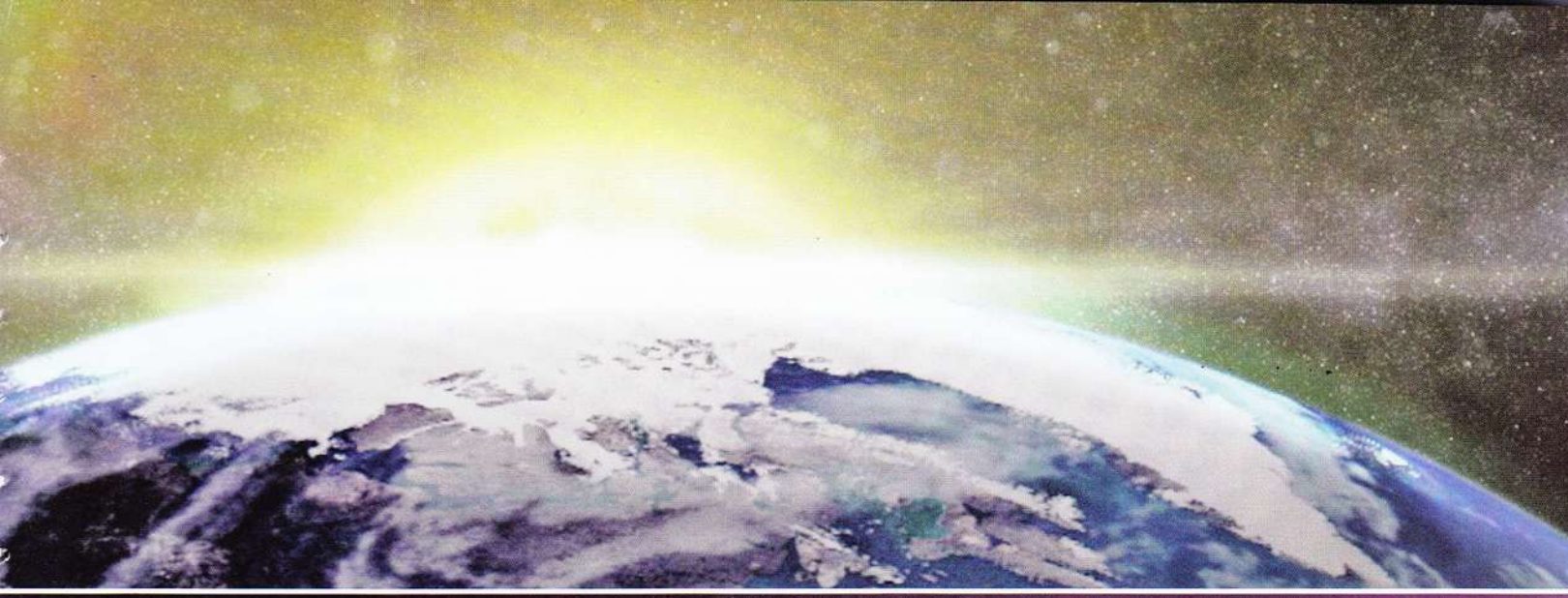
CHALLENGE ACCEPTED!

Dozens of Challenges reward you for engaging in various hijinks, all of which you're going to do anyway. The Challenges simply give you targets to aim for. Challenges don't have to be initiated or activated—they're there from the word "go," and they'll clear automatically when you complete the requirements. You'll gain a decent chunk of Cache and some XP for each Challenge that you clear, and some Challenges award you with even more than that.

COMBAT

These Challenges all have to do with combat, typically against Zin alien forces. Killing aliens in certain ways builds toward these Challenges. While these Challenges are always there, some of them have prerequisites in that sense that, for example, you naturally can't earn Inflato-Ray kills until you first get your hands on an Inflato-Ray. The Requirement fields below make clear which Challenges feature prerequisites.

ICON	NAME	KINZIE'S TAKE	REQUIREMENT	CACHE REWARD	XP REWARD
	ALIENS TAUNTED	Expose your new alien friends to the particulars of human cultural expression.	Taunt aliens 50 times.	1500	500
	ALIENS SUPER-KICKED	How many aliens can YOU punt?	Punt 10 aliens by pressing in the right stick.	1500	500
	SUPERPOWERED BEATDOWNS	Sometimes, you really just want the personal touch. Personally touch some of the aliens, would you?	Sprint Takedown 10 aliens.	1500	500
	VEHICLES SUPER-KICKED	Usually, I just break my toe. How's it work for you?	Punch or kick 10 vehicles while unarmed.	1500	500
	TENTACLE BAT BEATDOWNS	Killing aliens with tentacles. Now that's irony!	Use the Tentacle Bat to swat 30 aliens.	1500	500
	MECH SUIT KILLS	Lay down some heavy metal hurt on your enemies.	Kill 250 foes with a Mech Suit.	1500	500
	INFLATO-RAY KILLS	All around the Simulation, the President chased the Zin goons. The President thought it was all in fun. Pop! go the Zin goons!	Kill 50 Zin soldiers with the Inflato-Ray. Earn the Inflato-Ray by completing Pierce's "Fun Trumps All" Quest.	1500	500
	DUBSTEP GUN KILLS	Pump up the volume, drop the bass a few times, and drop some Zin while you're at it.	Kill 250 Zin soldiers with the Dubstep Gun. Here comes the drop! Earn the Dubstep Gun by completing Keith's "Campaign Trail of Destruction" Quest.	1500	500
	ENEMIES DISINTEGRATED	Science factoid: technically, the Disintegrator doesn't obliterate people. It breaks people into their component molecules … then obliterates those molecules. Obliterate some Zin molecules.	Use the Disintegrator to tear apart 100 Zin troops. The Disintegrator is earned through story progress.	1500	500
	BOUNCE RIFLE KILLS	Killing with bank shots is fun! Remember, only Zin kills count.	Kill 250 Zin with the Bounce Rifle. The Bounce Rifle is earned through story progress.	1500	500



ICON	NAME	KINZIE'S TAKE	REQUIREMENT	CACHE REWARD	XP REWARD
	TARGETS BLACKHOLED	Black holes suck. See how many aliens you can… suck.	Kill 250 Zin with the Blackhole Gun. The Singularity is coming! An old friend's "WWGD" Quest unlocks this gun.	1500	500
	TARGETS ABDUCTED	You call the UFO down, the UFO sucks the enemies up. Where do they go? Who cares?!	Abduct 150 foes with the Abduct-O-Matic. These are close encounters of a Third Street Saints kind. The Abduct-O-Matic is earned by completing your very first Challenge (any will do).	1500	500
	DESTROY PORTALS	They just keep coming… at least until you blow up their Portal and send them back to wherever they came from.	Blow up 30 Portals to stanch the flow of fresh Zin aliens into the Simulation.	1500	500
	KILL WARDENS	The bigger they are, the harder they explode into data-bits when you annihilate them.	Put pain to 30 Wardens.	1500	500
	DESTROY MURDERBOTS	Make those robot scum go crunch. Mine-thrower or Laser-Minigun—which is your favorite flavor?	Terminate 60 Murderbots, preventing the rise of the machines.	1500	500
	DESTROY CIDS	CID? Kinzie says it stands for Control and Interface Device. So long as it gets blown to bits when it tries to protect the aliens.	Destroy 100 CIDs.	1500	500
	KILL ALIENS	Travel to interesting places. Meet new species. And kill them.	Exterminate 1,000 aliens.	1500	500
	DESTROY ALIEN VEHICLES	There's one universal constant you can always count on: things blow up.	Make 100 alien vehicles go boom.	1500	500
	ALIEN HIGH NOTORIETY TIME	Poke aliens with a stick. Or just shoot them. Either way, keep them good and mad.	Spend 20 minutes with high alien Notoriety.	1500	500

SUPER POWERS

The Challenges are all related to super powers. Being turned loose in the Simulation grants ridiculous abilities to the leader of the Saints. Eventually, once you can do Loyalty Quests for Homies, they'll earn super powers, too! Those won't build toward these Challenges, though. Just sayin'.

ICON	NAME	KINZIE'S TAKE	REQUIREMENT	CACHE REWARD	XP REWARD
	THROW PEOPLE WITH TELEKINESIS	Grab an enemy. Throw an enemy. Simple, effective, and oh, so satisfying.	Use the TK power to toss 100 people.	1500	500
	TELEKINETIC CATCHES	Catch a Warden's thrown objects with THE AWESOME POWER OF YOUR MIND!!!	Use the upgraded TK power to catch 30 thrown objects.	1500	500
	TELEKINESIS KILLS	Kill some Zin with Telekinesis. It's fun and educational! OK, it's not educational but it's definitely fun!	Kill 30 Zin troops with Telekinesis.	1500	500
	DEATH FROM ABOVE KILLS	DFA 100 Zin. Just remember… if you're going commando, they can see it all.	Use the Death From Above Power to kill 100 Zin.	1500	500
	HEALTH STOLEN	It's like taking candy from a baby, really. Except that Zin life-force tastes disgusting.	Steal health from Zin forces 10 times. Life Steal Telekinesis is gained by completing CID's "Obey" Quest.	1500	500
	SHRUNKEN ENEMIES SQUISHED	Ever enjoy the feeling of mud between your toes? Zin don't feel anything like that.	Crush 10 shrunken foes. Get Shrink Stomp by completing Fun Shaundi's "Shaundi's List" Quest.	1500	500
	GROUND STOMP STUNS	These boots are made for stompin', and that's just what they'll do. Stomp a bunch of Zin with these stomping boots, won't you?	Daze 75 foes with the Stomp power.	1500	500
	GRAVITY FLOAT KILLS	What could be more fun than killing helpless Zin as they float in midair?	Kill 10 Zin soldiers as they float in stasis. Earn Gravity Stomp by completing Fun Shaundi's "Something to Prove" Quest.	1500	500
	ENEMIES MIND-CONTROLLED	It's watching them fight your enemies for you that really makes it wonderful.	Use your upgraded Blast power to Mind Control 10 enemies. Earn Mind Control Blast by completing Matt's "The Prestige" Quest.	1500	500
	FREEZE SHATTERS	Only one thing to ask when you shatter your frozen enemies: why you gotta be so cold?	Freeze and break up 100 foes.	1500	500
	FIRE ELEMENT IGNITIONS	Sure you can burn your enemies the old-fashioned way, but it's the personal touch that counts.	Use your upgraded Blast power to ignite 10 enemies.	1500	500
	ARC LIGHTNING HITS	Shocking one enemy is good. Seeing them share with each other is the real goal. How many can you arc the lighting to?	Arc lightning between 10 foes.	1500	500

COLLECTIBLES

You can find the locations for all these hidden collectibles in the "Collectibles" chapter. Also, Matt's Quest "The Pledge" allows you to highlight these items on the map. The Statues are just eyesores to be smashed, but the Audio Logs shed lots of light on other characters, and Text Adventures allow you to learn Zinyak's backstory by playing all eight Text Adventure episodes in the ship's lounge.

ICON	NAME	KINZIE'S TAKE	REQUIREMENT	CACHE REWARD	XP REWARD
	ZINYAK STATUES DESTROYED	It's the next best thing to actually punching him in the face.	Destroy all 36 Zinyak Statues.	1500	500
	TEXT ADVENTURE COLLECTED	Can you beat the entire game-within-the-game? That's the game-within-the-game-within…	Collect all eight Text Adventures.	1500	500
	AUDIO LOGS COLLECTED	Hidden in virtual Steelport are Audio Logs collected from many Saints and sinners. Find and listen to them all.	Collect all 39 Audio Logs.	1500	500

TIME SERVED

These Challenges relate to distance traveled or time spent doing certain things. Given enough gameplay, you'll unlock these naturally.

ICON	NAME	KINZIE'S TAKE	REQUIREMENT	CACHE REWARD	XP REWARD
	DISTANCE SUPER SPRINTED	Run! Run like the wind!	Super Sprint a total of 25 miles.	1500	500
	SUPER JUMP AIR TIME	Get some serious hang time while superleaping.	Spend a total of 1,800 seconds soaring with Super Jumping.	1500	500
	DISTANCE TRAVELED IN MECH SUIT	It's the only way to travel.	Travel more than 10 miles total while piloting a robot, err, Mech Suit.	1500	500
	TIME SPENT WITH HOMIES	Spend time with Homies recruited into your crew. Questioning their fashion choices is optional.	Spend 120 minutes (or two hours) ridin' dirty with old members of the Third Street Saints.	1500	500
	DISTANCE TRAVELED IN ALIEN VEHICLE	Nothing beats cruising virtual Steelport in a sweet alien ride.	Travel 2,500,000 feet in alien vehicles.	1500	500

ACTIVITY MEDALS

The many exciting and ridiculous Activities in which you can participate are covered in detail in the "Going for Gold!" chapter. There's a Challenge apiece for all of the silver medals and then all gold medals in each Activity. You'll need to gain all silver medals and then all gold medals in each instance of a particular Activity. If you score gold right away, that counts as silver also, so you don't have to repeat and underperform on purpose. These Challenges are particularly noteworthy because they all come with extra rewards, unique things you won't find elsewhere. This makes engaging in mastering all the Activities quite worth your while.

ICON	NAME	KINZIE'S TAKE	REQUIREMENT	CACHE REWARD	XP REWARD	OTHER REWARD
	VEHICULAR MAYHEM SILVER MEDALS	Earn all of the Vehicular Mayhem silver medals to unlock Monster Trucks.	Earn silver medals in all six Vehicular Mayhem Activities.	1500	500	Vehicle—Monster Trucks
	TK RIFT SILVER MEDALS	Earn all of the Telekinesis Rift silver medals to power up your Telekinesis abilities.	Score silver in all of the Telekinesis Rift Activities, of which there are two.	1500	500	Telekinesis—Power Up
	SPEED RIFT SILVER MEDALS	Earn all of the Speed Rift silver medals to run on water.	Finish with a silver medal in all three Speed Rift Activities.	1500	500	Sprint—Water Running
	ON-FOOT MAYHEM SILVER MEDALS	Earn all of the On-Foot Mayhem silver medals to unlock more ammo reserves.	Clear all seven On-Foot Mayhem Activities with a silver medal.	1500	500	Gateway Cache Ammo
	PLATFORMING RIFT SILVER MEDALS	Earn all of the Platforming Rift silver medals to jump farther and faster.	Clear all three Platforming Rift Activities with a silver medal.	1500	500	Jump—Distance
	GENKI'S M.O.M. SILVER MEDALS	Earn all of the Genki's Mind Over Murder silver medals to unlock the ability to catch thrown objects… with your mind.	Clear all three G.M.O.M. Activities with a silver medal.	1500	500	Telekinesis—Catch
	INSURANCE FRAUD SILVER MEDALS	Earn all of the Insurance Fraud silver medals to resist being knocked down by explosions.	Clear all four Insurance Fraud Activities with a silver medal.	1500	500	Explosions—No Ragdoll
	SUPER-POWERED FIGHT CLUB SILVER MEDALS	Earn all of the Super-Powered Fight Club silver medals to call the Genki Girls for support.	Clear all three Super-Powered Fight Club Activities with a silver medal.	1500	500	Homie—Genki Backup
	BLAZIN' SILVER MEDALS	Earn all of the Blazin' silver medals to gain immunity to fire.	Clear all nine Blazin' Activities with a silver medal.	1500	500	Damage—Fire 4
	VEHICULAR MAYHEM GOLD MEDALS	Earn all of the Vehicular Mayhem gold medals to reveal more parked alien vehicles in virtual Steelport.	Clear all six Vehicular Mayhem Activities with a gold medal.	1500	500	Vehicle—Saints Xor
	TK RIFT GOLD MEDALS	Earn all of the Telekinesis Rift gold medals to unlock even greater Telekinesis power.	There are two TK Rift Activities. Get a gold medal on both.	1500	500	Telekinesis—Power Up 2
	SPEED RIFT GOLD MEDALS	Earn all of the Speed Rift gold medals to unlock Sprint Haste and reach top speed even faster.	Clear all three Speed Rift Activities with a gold medal.	1500	500	Sprint—Haste
	ON-FOOT MAYHEM GOLD MEDALS	Earn all of the On-Foot Mayhem gold medals to unlock even more ammo reserves.	Clear all seven On-Foot Mayhem Activities with a gold medal.	1500	500	Gateway Cache Ammo 2
	PLATFORMING RIFT GOLD MEDALS	Earn all of the Platforming Rift gold medals to unlock the ability to slow your Glide for greater distance.	Clear all three Platforming Rift Activities with a gold medal.	1500	500	Glide—Distance
	GENKI'S M.O.M. GOLD MEDALS	Earn all of the Genki's Mind Over Murder gold medals to unlock the Genki weapon skins.	Clear all three G.M.O.M. Activities with a gold medal.	1500	500	Genki Weapon Costumes

ACTIVITY MEDALS CONT.

ICON	NAME	KINZIE'S TAKE	REQUIREMENT	CACHE REWARD	XP REWARD	OTHER REWARD
	INSURANCE FRAUD GOLD MEDALS	Earn all of the Insurance Fraud gold medals to resist being knocked down by vehicles.	Clear all four Insurance Fraud Activities with a gold medal.	1500	500	Jump Upgrade—Immovable Object
	SUPER-POWERED FIGHT CLUB GOLD MEDALS	Earn all of the Super-Powered Fight Club gold medals to unlock "Passive Aggressive" for your Buff power.	Clear all three Super-Powered Fight Club Activities with a gold medal.	1500	500	Buff—Passive Aggressive
	BLAZIN' GOLD MEDALS	Earn all the Blazin' gold medals to unlock the Flame weapon skins.	Clear all nine Blazin' Activities with a gold medal.	1500	500	Golden Weapon Skins



CHALLENGES ABOUT CHALLENGES

This set of Challenges is a benchmark for the completion of all the other Challenges. These Challenges monitor all those listed previously. You'll unlock another of these every half-dozen or so Challenges completed, with the gap between benchmark Challenges stretching as you approach mastery of all Challenges. Each of these Challenges is noteworthy for giving you a prize in addition to Cache and XP. Complete all Challenges, with those listed before having to do with performance and those listed below acting as goalposts, and you'll also unlock one of the most thorough Achievements: "The Challenge King."

ICON	NAME	KINZIE'S TAKE	REQUIREMENT	CACHE REWARD	XP REWARD
	COMPLETE ONE OTHER CHALLENGE	Might as well have fun with everything in the Simulation and earn a great new toy to boot!	Complete one Challenge. (Besides this one, of course.)	1500	500
	COMPLETE SIX OTHER CHALLENGES	The Simulation respects a Saint who knows how to do things.	Complete six Challenges.	1500	500
	COMPLETE 12 OTHER CHALLENGES	Master a few more aspects of the Simulation, and you can dress sharp all the cheaper.	Complete 12 Challenges.	1500	500
	COMPLETE 19 OTHER CHALLENGES	Sometimes, Wardens and Command CIDs are more work than you want. Master the Simulation further to end enemy responses in their tracks!	Complete 19 Challenges.	1500	500
	COMPLETE 27 OTHER CHALLENGES	Master the Simulation further to make entertaining yourself with high-end wheels more affordable.	Complete 27 Challenges.	1500	500
	COMPLETE 36 OTHER CHALLENGES	Even more domination of virtual Steelport will give you more control over the Weapon stores. All the guns!	Complete 36 Challenges.	1500	150
	COMPLETE 46 OTHER CHALLENGES	You're nearly there! While you finish mastering the simulation, use weapons of gold.	Complete 46 Challenges.	1500	150
	COMPLETE 57 OTHER CHALLENGES	Master enough of the simulation, and you can grant superpowers even to your A.I. Saints!	Complete 57 Challenges.	1500	150
	COMPLETE ALL OTHER CHALLENGES	Total mastery of all aspects of the Simulation will let you take strength directly from other virtual life!	Complete all 65 other Challenges.	15000	5000

ACHIEVEMENTS AND TROPHIES

Depending on the platform on which you play, you'll unlock either Achievements or Trophies as you rage against the machines of virtual Steelport. Most of these are self-explanatory, and you'll unlock them naturally as you complete Quests and Activities, or as you just generally run roughshod through the environment.



CRITICAL QUESTS

You unlock these Achievements as you play through Quests critical to the story. Only one of these ("You Chose... Poorly") can be missed. Check out the description for that Achievement/Trophy to see how to get it before moving on.

ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY TYPE (PS3)
	SAINTS TEAM SIX	Complete "Saints Team Six."	10	Bronze
	DESTROYER-IN-CHIEF	Complete "The Saints Wing."	10	Bronze
	THERE IS NO PANCAKES	Complete "A Pleasant Day."	10	Bronze
	WOAH.	Get your first super powers.	20	Bronze
	DON'T PANIC	Complete "The Real World."	30	Bronze
	GHOST IN THE MACHINE	Download a new ally into a robotic body.	20	Bronze
	YOU CHOSE... POORLY	Surrender when given the chance: when offered a choice of doors by the alien leader, choose the red one.	10	Bronze
	DIDN'T NEED TO SEE HIM NAKED	Complete "Matt's Back."	20	Bronze



ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY TYPE (PS3)
	BLAST FROM THE PAST	Complete "A Game of Clones."	20	Bronze
	ABOUT TIME!	Complete "Welcome Back."	30	Bronze
	BETRAYED	Complete "All Hands On Deck."	30	Bronze
	POODLE SKIRT	Complete "Hello Teacup."	30	Bronze
	KEYMASTER	Complete "Batteries Not Included."	30	Bronze
	IMPERATOR	Complete "Grand Finale."	40	Silver
	SAINTS & SENSIBILITY	Complete "Grand Finale" and all homie missions.	30	Gold

GET BY WITH A LITTLE HELP FROM YOUR FRIENDS

The stable of Saints members has accumulated some colorful characters, but the aliens have dispersed them to the simulated winds, and you're tasked with reassembling this cohort. Clearing each Homie's Achievement/Trophy involves completing any side Quests he or she grants, including a Loyalty Quest. You'll also need to get a little stew going with some romance, if the homie you're trying to casually seduce is game for it. (Everyone's frisky except for Vice President Keith David. Yeah, we wouldn't have guessed, either.) This is a progressive Saints entourage, or at least just freaky—there's no gender discrimination here, and potential lovers are totally flexible regarding the gender of your personal POTUS. The Boss, indeed.

Achievements aside, you have plenty of incentives to put in work for your homies anyway, since many upgrades and weapons are earned doing Homie Quests, and you'll earn plenty of Cache and XP to boot.

ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY TYPE (PS3)
	BACK IN THE DAY	Spend two hours outside of Quests with past Saints Row characters as your Homies.	10	Bronze
	THE FULL KINZIE	Do everything you can for Kinzie—Quests, secret Missions… everything.	25	Bronze
	ACTOR-TURNED-POLITICIAN	Do everything you can for your Veep—Quests, secret Missions… everything.	25	Bronze
	MACHINE MAN	Do everything you can for CID—Quests, secret Missions… everything.	25	Bronze
	PARANORMAL BROMANCE	Do everything you can for Matt—Quests, secret Missions… everything.	25	Bronze
	THE FACE OF THE SAINTS	Do everything you can for Pierce—Quests, secret Missions… everything.	25	Bronze
	THE TWO SHAUNDIS	Do everything you can for Shaundi—Quests, secret Missions… everything.	25	Bronze
	BENJAMIN [CENSORED] KING	Do everything you can for Ben—Quests, secret Missions… everything.	25	Bronze
	ON HER SAINT'S SECRET SERVICE	Do everything you can for Asha—Quests, secret Missions… everything.	25	Bronze
	BOUNCIN' WITH AN OLD FRIEND	Do everything you can for an old friend—Quests, secret Missions… everything.	25	Bronze

SUPER POWERS

What's the main difference between the Steelport of *Saints Row: The Third* and the Steelport of *Saints Row IV*? Besides the fact that the previous Steelport was real and this one is a digital fake, besides that there are aliens invading Earth and enslaving humanity, besides any of that, the difference is that in this version of Steelport, you are unbelievably powerful.

You can sprint faster than a locomotive, you can leap over buildings in a single bound, you know that it is you who bends and not the spoon, and other things which are probably trademarked. Let's just say you have some extraordinary abilities. Using these abilities to punish the alien horde unlocks certain Achievements/Trophies. If you don't have the power that a particular Achievement/Trophy mentions, you haven't progressed far enough along in the story to unlock it yet. The description for each Achievement/Trophy clears up the amount of legwork required. For a much more detailed discussion of these incredible abilities themselves, check out the Powers section of the "Personalize Your POTUS" chapter.

ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY TYPE (PS3)
	AND I RAN...	Super Sprint for 250,000 meters.	10	Bronze
	DON'T LOOK DOWN	Be airborne during Super Jumps for a combined 10 minutes of gameplay.	10	Bronze
	CHILL OUT	Freeze and Shatter Kill 100 aliens with the Freeze Blast super power.	10	Bronze
	HERE! CATCH!	Kill 100 aliens with the Telekinesis super power.	10	Bronze
	POUNDING THE PAVEMENT	Kill 150 aliens with the Stomp super power.	10	Bronze
	BRINGIN' THE HEAT	Kill 100 aliens using the Fire Buff super power.	10	Bronze
	FIST MEET GROUND	Kill 100 aliens with the Death From Above super power.	10	Bronze
	ELEMENTARY	Choose a new element for all of your super powers.	10	Bronze
	EPIC JUMP QUEST	Jump from the roof of Three-Count and to the Nuke Plant, without touching the ground or other rooftops.	10	Bronze
	WHERE'S MY CAPE?	Purchase all super power upgrades.	20	Bronze
	I AM BECOME DEATH	Kill 1,000 aliens with any combination of super powers.	30	Bronze

EPIC JUMP QUEST: ONE GIANT LEAP FOR SUPER-POWERED MANKIND

This airborne quest takes you up the west coast. The Three-Count is located in Port Pryor, to the south. Find the Nuke Plant by where the simulated adventure begins, in Burns Hill to the north. You'll need to start out atop the casino and make it all the way to the nuke stacks for this Achievement. You cannot touch the ground or a rooftop, but you *can* Glide, Wall Jump, and Wall Run, and this is key. Think of this as an extended platforming sequence in which your jumping-off points can only be vertical.

Since this involves jump height and Gliding, this Achievement becomes easier with those things upgraded.



Look to the north from atop the Three-Count statue. A fully charged Super Jump to the north, and you're off. Start gliding north at the jump's apogee.



For most of the way, there are plenty of somewhat tall buildings off which to Wall Run and jump. Remember that between Gliding into a building's side and Wall Running up it, all you have to do is keep holding LB/L1.



As you near the Nuke Plant, tall buildings become scarce. You'll need more precision aiming for the sides of squat buildings whenever you need to rebuild altitude from a Wall Jump.

GUNS, GUNS, GUNS

Any intimidating leader of warriors, whether the head of a gang or the President of the USA or the leader of a resistance against alien invaders, needs to be backed up by an intimidating arsenal. Well, the Boss you control happens to be a gang-leader President in charge of a resistance force rebelling against alien invaders. What are the odds? The good news is that the available arsenal is up to the task. These weapon-related Achievements/Trophies are self-explanatory and tied into many Challenges, as discussed in the "Challenge Accepted!" chapter.

ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY TYPE (PS3)
	FIRST OF MANY	Buy your first upgrade from the Upgrade Store.	10	Bronze
	BETTER THIS WAY	Customize the style of all the weapons on your radial.	10	Bronze
	EXPERIMENTAL TECH	Kill 25 aliens with each of these: Dubstep Gun, Inflato-Ray, Bounce Rifle, Disintegrator, Abduct-O-Matic, and Black Hole Launcher.	20	Bronze
	MAXIMUM STOPPING POWER	Upgrade one weapon to the max.	20	Bronze

COMPLETION

These Achievements have to do with clearing up various odds and ends around simulated Steelport. For help finding Data Clusters and Audio Logs, consult the "Virtual Steelport Collectibles" chapter. "Half Way Home" and "How It Should Be" have to do with taking over territory, and the chapters on Quests and Activities cover all the conquering necessary to hold sway over all four districts of the city. The "Challenges Accepted!" chapter naturally covers the difficult "The Challenge King" Achievement. "Kingpin," unlockable only on the PlayStation 3, is earned by first earning every other Trophy.

ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY TYPE (PS3)
	SWITCH HITTER	Play for at least two hours as a male character AND two hours as a female character.	10	Bronze
	000 A PIECE OF CANDY!	Find 100 Data Clusters.	10	Bronze
	A REAL CLUSTER....	Find 100% of all Data Clusters.	30	Silver
	ZOO KEEPER	Kill 25 Wardens.	10	Bronze
	HALF WAY HOME	Complete all open-world gameplay in two districts of the simulated city of Steelport.	25	Silver
	HOW IT SHOULD BE	Complete all open-world gameplay in the entire simulated city of Steelport.	40	Gold
	FOURTH AND FORTY	Spend more than 40 hours in the Simulation.	40	Gold
	THE CHALLENGE KING	Complete ALL of the Challenges.	30	Silver
	THE WHOLE STORY	Find ALL Audio Logs.	20	Bronze
	KINGPIN	Unlock all other Trophies.	N/A (PS3 only)	Platinum

ONLINE ACHIEVEMENTS

Of these Achievements, the only one that applies to the console versions is "Saintified," which is unlocked by sharing a personalized POTUS online. The other three online Achievements are PC-only and are unlocked through various self-explanatory and pyramidal co-op shenanigans.

ICON	NAME	DESCRIPTION	GAMERSCORE (XBOX 360)	TROPHY TYPE (PS3)
	SAINTIFIED	Create and share a character online.	10	Bronze
	DOUBLE TEAM	Play SRIV Co-op for five hours.	N/A (PC only)	N/A
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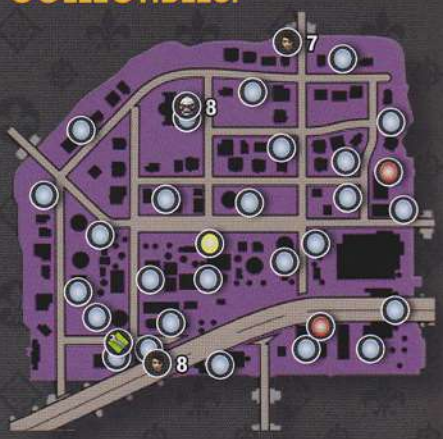


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